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PSM

PLAYSTATION MAGAZINE



ONIMUSHA KICKS BUTT

Find out why Capcom's new horror game is our **GAME OF THE MONTH!**

FINAL FANTASY X

FIRST LOOK:

Game screens, story info, the new characters, amazing features and **MORE!**

HOT NEW INFO ON:

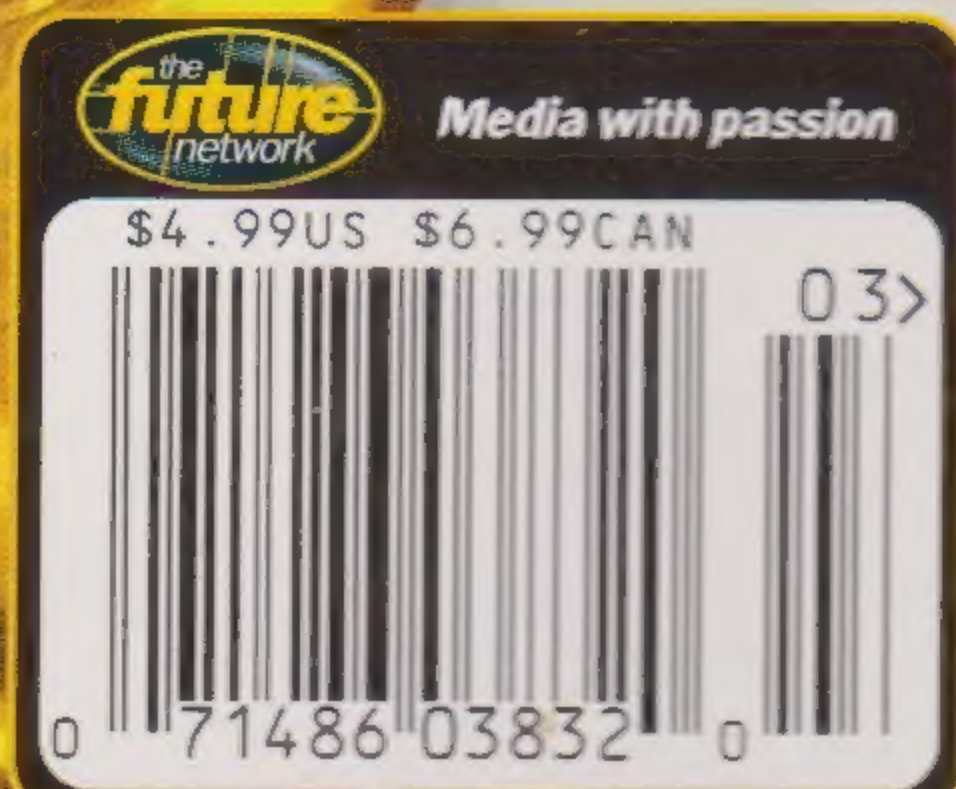
- ▶ Resident Evil 4
- ▶ Tekken 4
- ▶ Onimusha 2

BEAT THE BOUNCER

Fighting tactics, boss strategies, and how to unlock the **SECRET CHARACTERS!**

BEST EVER PREVIEWS!

- ▶ Resident Evil Code: Veronica X
- ▶ Devil May Cry
- ▶ Gran Turismo 3
- ▶ Dark Cloud
- ▶ Ace Combat 4



MAR '01 ISSUE 43 VOL. 5



"Buy immediately."

— GAMEPRO, OCTOBER



"...absolutely the best PlayStation game I've ever played."

— OPM, NOVEMBER

"Neversoft has built the ultimate skate game with this sequel."



— EGM, NOVEMBER



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"...I believe that
Tony Hawk's
Pro Skater 2
is the best game
of all time!"

— GAMER'S REPUBLIC,
NOVEMBER



"...it's just so
damn fun that
you'll always
come back for
more."

— PSM, NOVEMBER

CREATE YOUR OWN LEGEND

Hawk's back. And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Bluntslides, BS/FS Noseslides + Tailslides, Hurricanes, Heelflip Variants, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatepark Editor, Create-A-Skater). Build a skatepark in your house. Then shred it (the park, not the house). Build your own pro (mullet or not, you decide). Then compete against the real ones. You'll also find sick new terrain, insane videos and a Career Mode where you earn cash money to move up in the rankings. THPS2, taking you to levels that were once reserved for mere legends.



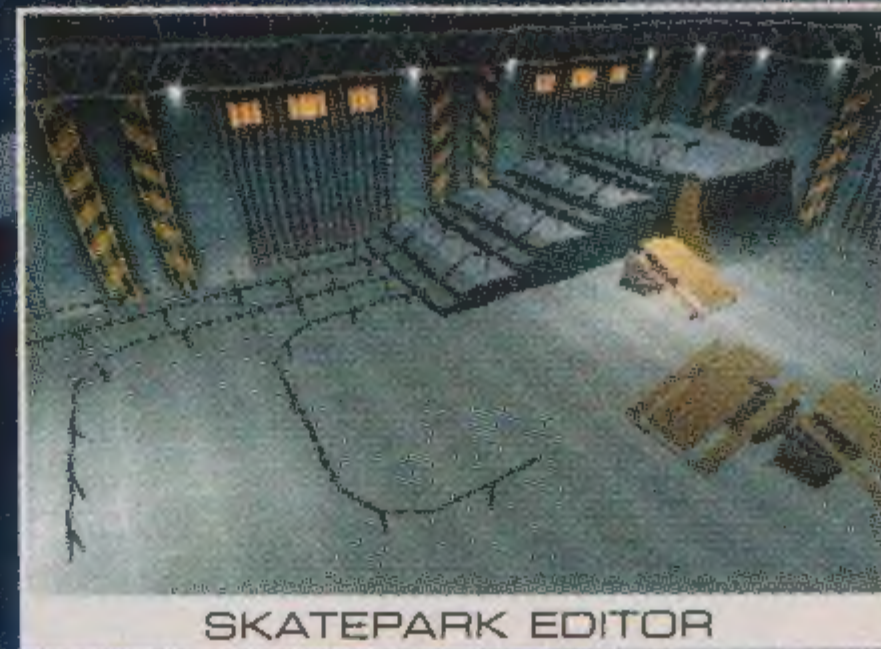
OVERVIEW:



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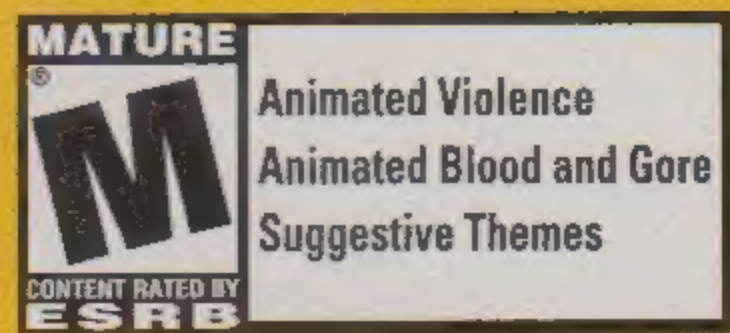
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THESE TWO LADIES PUT THE ASS IN ASSASSIN.

"...great plot points, plenty of action, incredible graphics and both of the female characters taking off their clothes for no good reason... it's everything we were hoping it would be."

- DailyRadar.com



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START

Welcome to the world's
best PlayStation magazine



FFX + PS2 = :-)

Relax, close your eyes, and try to imagine the most amazing videogame you can think of. Be careful not to squint too hard. Now, what do you see? IT DOESN'T MATTER WHAT YOU SEE!!! *Final Fantasy X* already kicks its ass! When we first saw the screens of the game in action, our jaws hit the floor. Not only because of the amazing graphics, but because of the dramatic changes that this game is making to

the traditional *Final Fantasy* formula. Not that the last three games weren't brilliant, but for the series' next chapter of PlayStation 2 titles, a fresh approach is exactly what was needed.

For the full rundown on what's new in FFX, turn on over to page 16. After you've gotten your RPG fix, be sure to check out all of the other great games packed into this month's issue. This is traditionally a very slow time of the year for games, but with the PlayStation 2 heating up, the early months of 2001 are hotter than ever! ► **CHRIS SLATE**

CHRIS SLATE Editor-In-Chief

LIKES: All types of games, especially the good ones
HOBBIES: Comics, hoops, J-Pop, movies, DVDs

What's your videogame fantasy?

I'm on a videogame-style island, with bright green grass, blue skies, and happy faces on the clouds, and the *Ape Escape* monkeys are serving me Mountain Dew.

"When we first saw screens of *Final Fantasy X* in action, or jaws hit the floor"

MEET THE TEAM

Ever wonder what a crack team of videogame journalists look like? ...Aw, c'mon folks, work with us here...



STEPHEN FROST
SENIOR EDITOR (Reviews/Previews)

LIKES: Fighting, RPGs, Time Travel
HOBBIES: Calling new 976-lines

What's your videogame fantasy?
Being trapped in a hottub with all the Dead or Alive girls, knowing that I was the last man on Earth.



RANDY NELSON NEWS EDITOR

LIKES: Shooters, Racing, Platform
HOBBIES: Blocking 976 access

What's your videogame fantasy?
I finally collect all the mystic gems when I realize they're actually giant pieces of rock candy. Screw the villagers — dem is mine!



BILL DONOHUE
MANAGING EDITOR

LIKES: Cold Beer, Flight Sims
HOBBIES: Playing Music

What's your videogame fantasy?
I defeat the entire air force of an evil dictator and then I land on my carrier, staffed with an all-girl crew.



TOMMY LAYTON
ASSOCIATE EDITOR

LIKES: Shooters, RPGs, Action/Adv
HOBBIES: Cow tippin', spelunking

What's your videogame fantasy?
On my way to work, I'd be fighting through hordes of punk rockers like in the scrolling *Streets of Rage*.



TOKOYA STRATEGY EDITOR

LIKES: Fighting, Action/Adv, RPGs
HOBBIES: Unreal Tournament

What's your videogame fantasy?
I've always dreamed of plunging in the ocean to frolic with my favorite dolphin, Ecco. We would dance to that beautiful New Age music.



GARY LIEW GRAPHIC DESIGNER

LIKES: Looking at rain, dry towels
HOBBIES: HGTV, hanging out with Iron Chef.

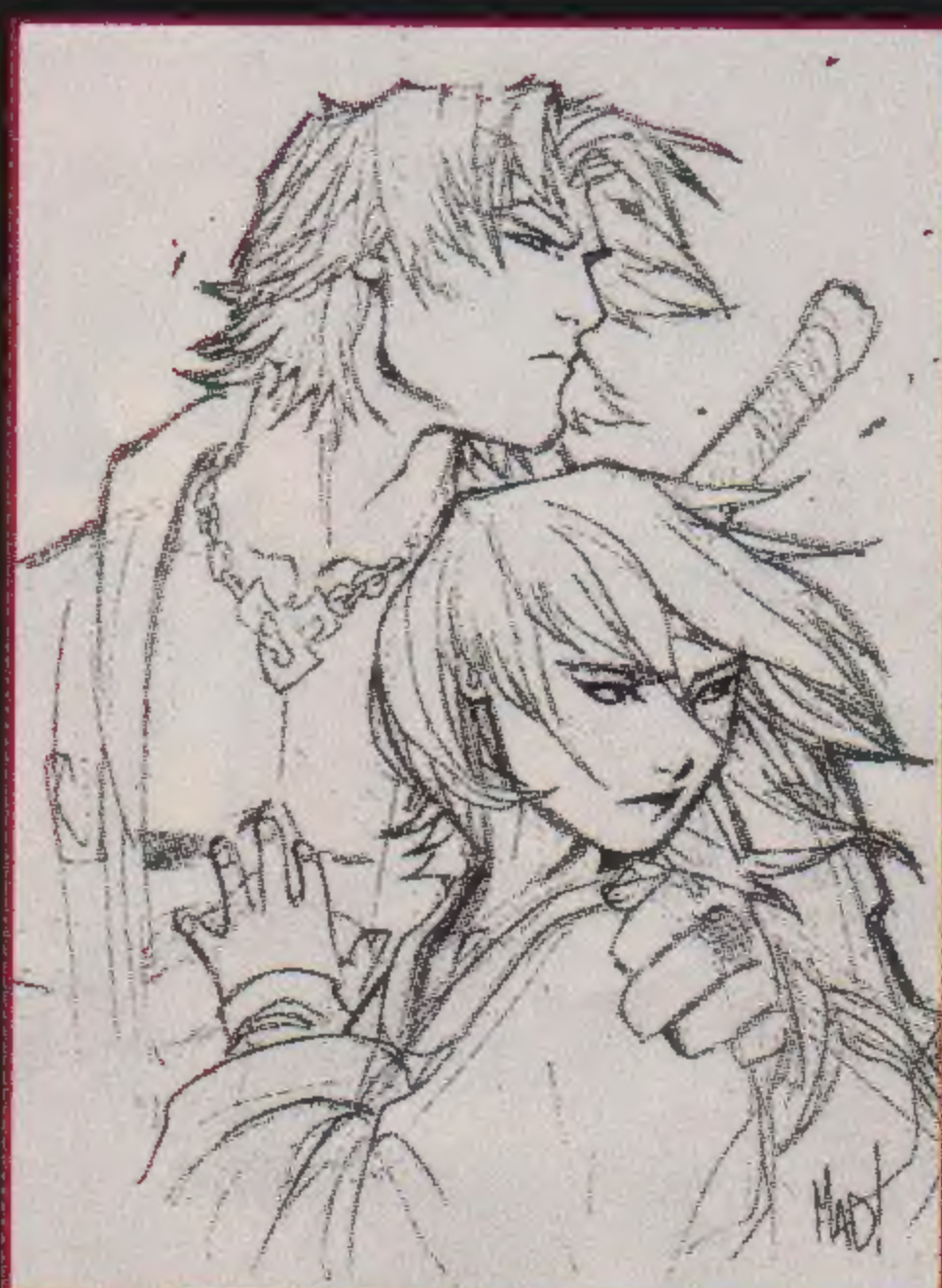
What's your videogame fantasy?
I am thinking of a game I used to play, but now I am having trouble remembering the name...

ON THE COVER

Every month we work with today's hottest comic book artists to create the custom PSM cover. This issue we got the chance to work with one of our favorites again, Joe Madureira. Joe is a BIG-TIME RPG fan, and despite his busy schedule working on his top-selling comic *Battle Chasers*, he couldn't pass up doing an *FF* cover. Thanks, Joe!



▲ Joe really wanted to do something spectacular for his beloved *Final Fantasy* series. At first, he drew sketches like this one, that really focused on that epic "movie poster" feel. This image was awesome, however...



▲ ...the problem with the first image was that it had a lot of stuff in the background, and with our new cover style, we don't use backgrounds anymore. So, Joe went back to the drawing board to try different ideas.

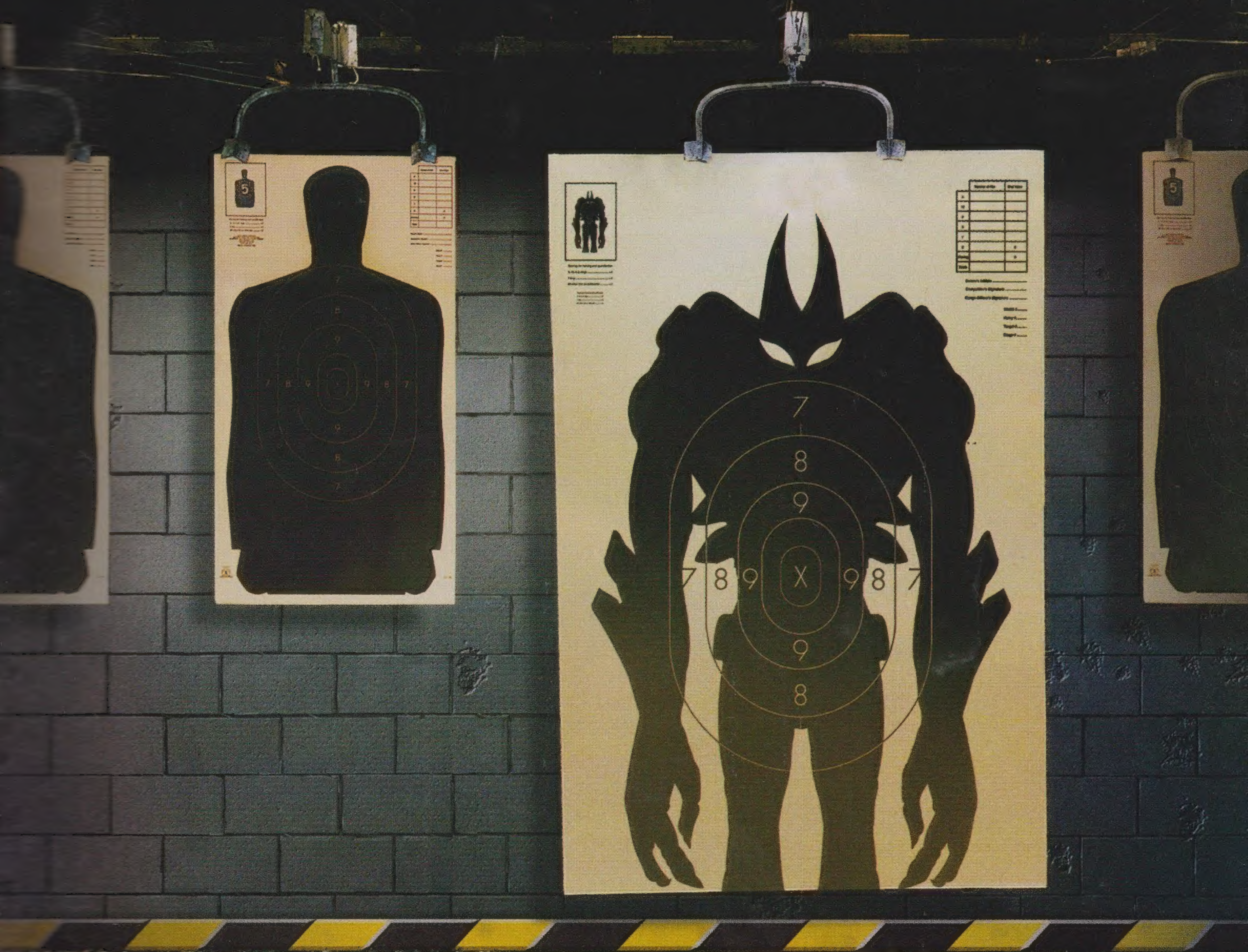


▲ The result was this incredible pencil illustration, that absolutely nailed the emotional feel that is the trademark of the *Final Fantasy* series. This isn't your traditional action cover, but it's powerful nonetheless.



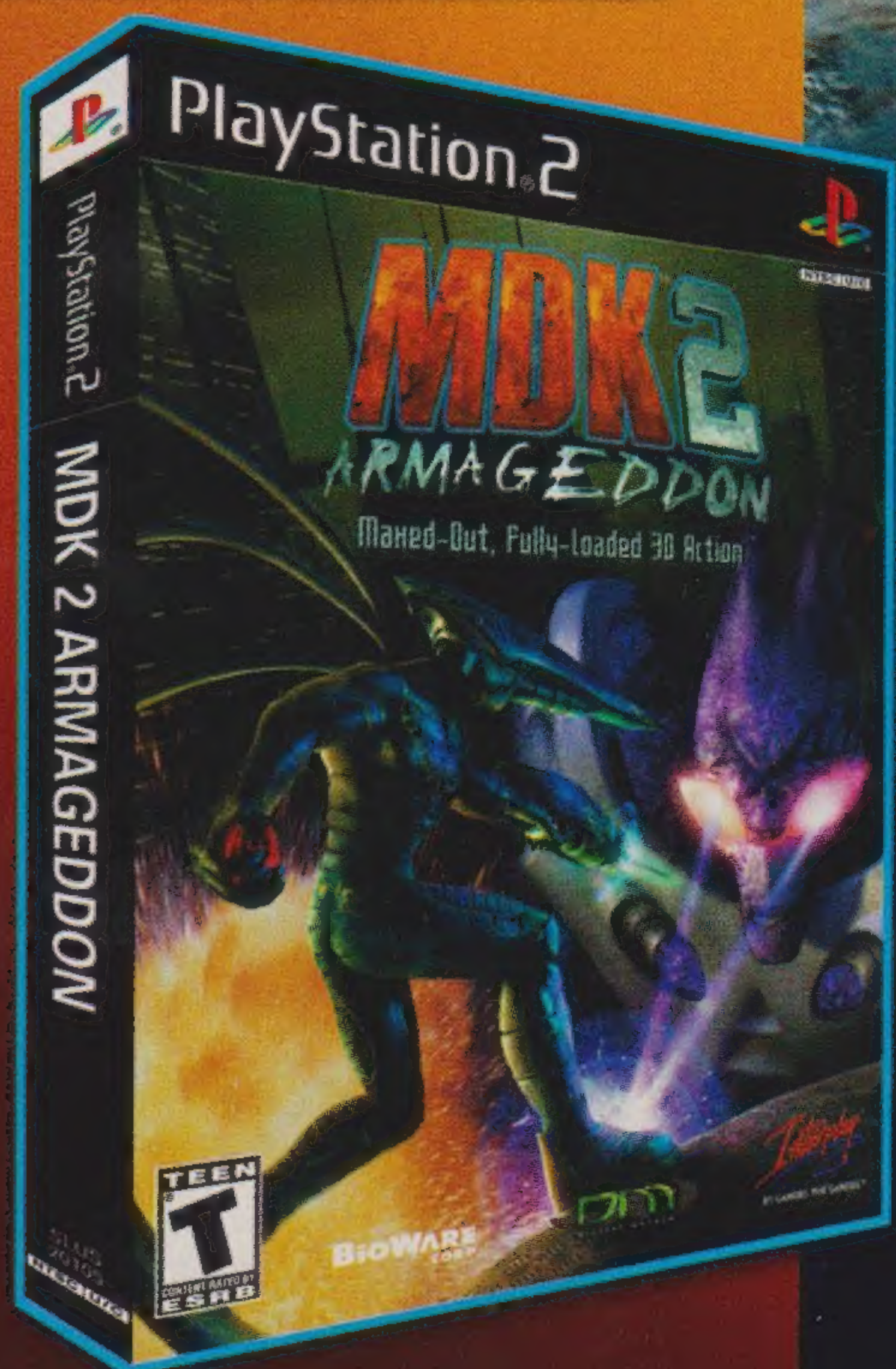
▲ Finally, the pencils went over to the color wizards at Liquid. They wanted to try a new way of coloring that almost gives the image a painted kind of feel. The end result is nothing short of breathtaking.

WITH ENEMIES LIKE THIS...





...WHO NEEDS



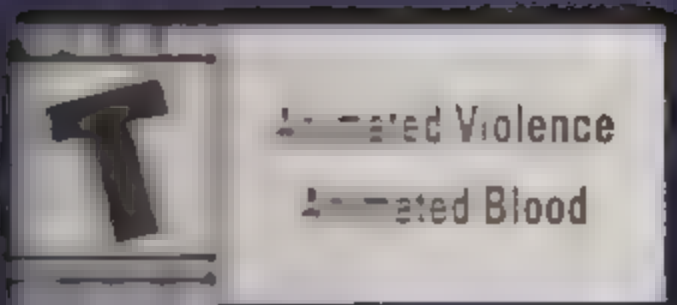
TARGET PRACTICE!



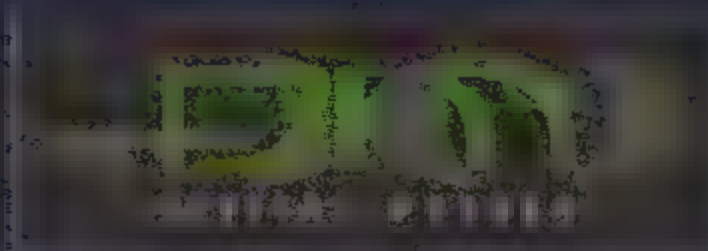
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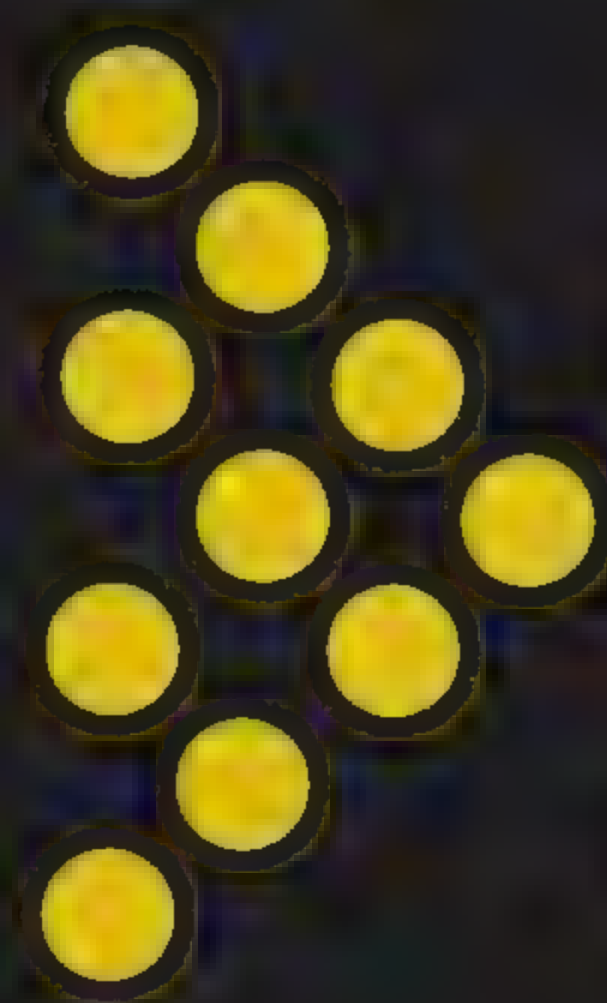
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PlayStation 2



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MAIN MENU

100% INDEPENDENT PLAYSTATION MAGAZINE ► ISSUE 43 MARCH 2001 ► VOL. 5



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► Onimusha

Capcom's highly-anticipated action/horror title has finally arrived, and it's our Game of the Month! Check out the review to find out just how badical this game is!



43

► Kengo

What a nice surprise! This game could very well end up the sleeper hit of the season, with a fresh fighting system and deep gameplay. Check out the review on pg. 43!



48

► Gran Turismo 3

We had incredibly high expectations for GT3, and it's already blown past all of them. We can believe just how good these new screens look, and you won't either.



67

► Ace Combat 4

Here's another new PS2 game that looks flat-out REAL. Namco is quickly turning into a PlayStation 2 powerhouse, and we're all the better for it. See the future on pg. 67.

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16 ► TOP STORY

We've got all of the first details and screenshots for PS2's *Final Fantasy X*. You're don't want to miss out on this!

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Our game of the month for March is *Onimusha*, which is one of the most expensive games ever made... and it looks *it*! Better put on some shades.

PREVIEWS ► 47

The racing game on all our minds these days is *Gran Turismo 3*! We've got even more on this fantastic racer this month. The best part is we'll get to play this before you do! Heh, heh, heh...

STRATEGIES ► 81

Tired of losing? Then step right into our parlor and discover cheats and secrets for *Kengo*, *Sky Odyssey*, *The Bouncer*, *Onimusha* and lots, lots more!

LETTERS ► 96

You guys keep writing us, and we keep answering your letters — it's a vicious circle that we may forever remain trapped in. Plus, the usual ha-ha funny bits, like Smart Bomb, Randy's Tip of the Month, and more.

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Your sneak-peek at what our diabolical minds are up to for next issue. We've also got the outrageously fun "Write This Caption" contest, and you can check out what PSM and the PlayStation were up to this month three years ago.

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PLAYSTATION MAGAZINE

FINAL FANTASY X

16

Have wondered what an epic *Final Fantasy* adventure might look like on PlayStation 2? Well, now you get to see what the devs thought up, 'cause the first screens and info are over in our Monitor section on page 10! ...What are you, crazy? Turn over there NOW!!!

THE PSM MISSION STATEMENT

PSM is the magazine for the gaming Elite — the hardcore gamers that support and drive this industry. This is **NOT** a "mass-market" magazine. We don't focus on "fun for the whole family", or waste space interviewing movie stars that have nothing to do with games. That's just not what we're into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our opinions and opinions will always be 100% our own. Our readers always come first, and we would never, EVER betray your trust. This is our promise to you, the hardcore PlayStation gamer, who deserves nothing less. Now let's get this issue going!

A DARK FUTURE...
AN UNCERTAIN PAST...

NO ONE LEFT TO TRUST.

ONi



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COMING SOON: THE ONI COMIC BOOK FROM DARK HORSE COMICS

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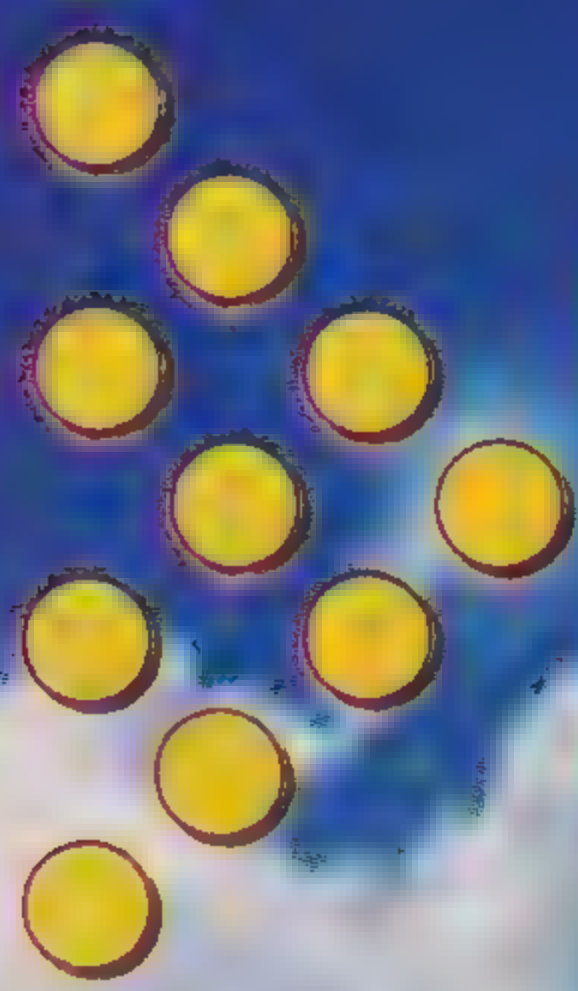
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Animated Violence

BUNGIE





MONITOR

Your inside look at this month's hot topics, gear, and games

Final Fantasy X REVEALED!

Square's epic RPG series goes full 3D on PS2 — and it looks AWESOME!

Unless you've been living in a cave for the past year (and hey, nothing against those of you who have), you'll already know that Square has been working diligently on its tenth *Final Fantasy* game — its first for PlayStation 2 — for quite some time. Now the company has officially unveiled the game, and even die-hard fans are in for a shock... a good one, that is.

The game's plot centers around Tidus, a young player in an underwater spot known as Blitzball, and Yuna, the daughter of a famous summoner. Both characters are drawn together to combat a powerful force (or character — it's still pretty vague) called "Sin", which is trying to take over their oceanic world; a world that's been largely influenced (right down to its music) by the Japanese island of Okinawa. Evidently, the planet wasn't always so wet; the story is set 1,000 years after a great terror arose from the

deep and submerged most of the land. It's just a guess, but perhaps some of the game will even take place underwater?

Technologically, this will be Square's first *Final Fantasy* to feature fully polygonal, real-time environments (what Square is calling its "Active Field System") with a moving camera that not only follows the character, but can also be rotated at any time for a better view of the action — even while in towns. *FFX* also represents the first game in the series to boast full voice acting, with special attention being paid to facial emotion and lip-syncing. However, while all of the scenes we've seen so far are fully in real time and feature voice-overs, it's still unclear how much of the game's cutscenes will be pre-rendered FMV, and how much of the game's dialog will be spoken. We do know that the game will feature some FMV scenes (with Dolby Digital 5.1 sound to boot) and Square has confirmed with us that more than just the cinemas will feature voice acting, but the full extent remains to be revealed.

Other details known at this point include the fact that the player's party will be comprised of up to three charac-

▼ Here you can see Tidus' unusual clear sword, Yuna's summoning staff, and a Blitzball, which could be the main weapon of Ryugo, a possible rival to Tidus.



FINAL FANTASY: FACT OR FICTION?



The unveiling of *Final Fantasy X* isn't the only news this month pertaining to the classic RPG series. Two new rumors have been making the rounds, and they're both great news for fans of the games.

While unconfirmed at this time, reliable sources suggest that Square is

◀ *Final Fantasy IV* (II in the U.S.) wasn't part of the *FF Anthology* set released here in the U.S.

NOTES

MADE IN AMERICA
Sony has pegged California-based Seagate Technologies to manufacture the hard disk drives to be used in its upcoming PS2 broadband/mass storage expansion. According to details released before this issue went to press, the company will supply both internal and external models designed for use with U.S. and Japanese PS2 systems, respectively. There's still no word on the total storage capacity of the drives, but it is rumored to be in the 20-30 Gigabyte range.

A NEW DYNASTY
KOEI has confirmed with PSM that it is currently developing *Dynasty Warriors 3*, a sequel to the popular PlayStation 2 launch game that blended "beat 'em up" style action with strategy and loads of on-screen characters. According to sources at the company, the game will feature multi-player elements and is being targeted for launch in the U.S. by the end of the year. We'll have more details as they break.

I WANNA TUROK
Prehistoric warrior and dinosaur hunter Turok, made famous on N64, is making his way toward a first-person outing on PS2 during 2001, but that's not all. Acclaim also has *Shadowman 2: Second Coming*, *All-Star Baseball 2002*, and *Quarterback Club 2002* on tap for release on Sony's new system within the year.

QUEST FULFILLED
Say what you will about 2D graphics being outdated, but it certainly isn't holding back sales of *Dragon Quest VII* in Japan. The game has already surpassed the four million copies sold mark, easily establishing its place as one of the best-selling games of all time—all within six months of its release! A domestic release of this landmark RPG is slated for this year.

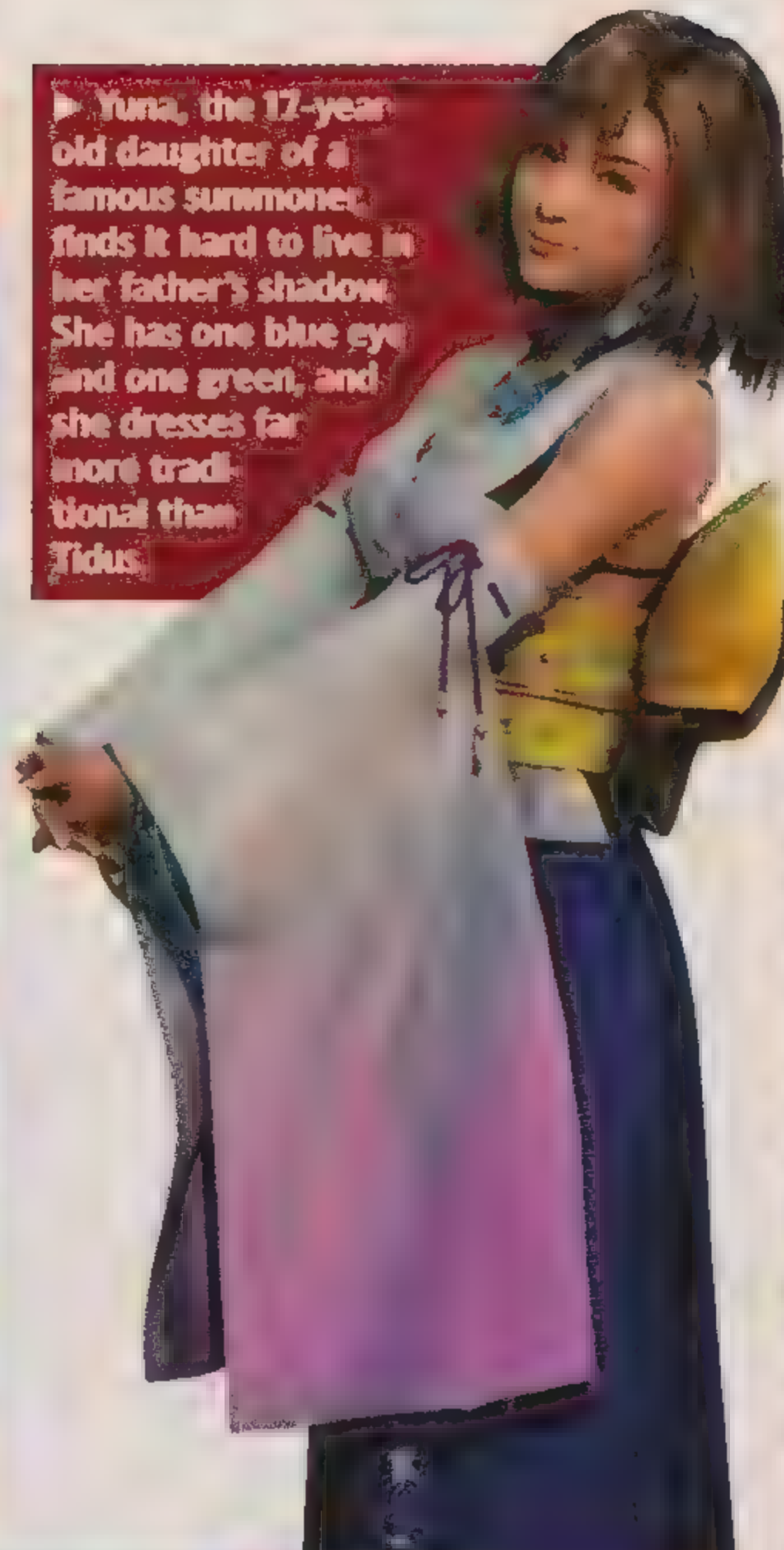
BOX OFFICE RAIDER
It might seem a little far-sighted, but during a recent interview, *Tomb Raider* star Angelina Jolie confirmed that she has signed on to portray Lara Croft in two more movies based on the hugely popular adventure game series. The first movie won't hit theaters until this June, and there's no further word on its follow-ups, but as always, we'll have the latest as it breaks.

CASTLE-MANIA
Finally this month, Konami has confirmed that its remake of *Castlevania X68000* for PlayStation in Japan is just the first of several titles in the *Castlevania Chronicles* series. Future installments will include spruced up ports of other games in the series, which will hopefully include the awesome (and quite rare) PC-Engine CD version of *Dracula X*. Bring 'em on, baby!

With the new real-time 3D camera system in full effect. As for the combat system, no major details are expected, but changes are expected. The battle system planner handled the fighting for *Front Mission*, and he said that he doesn't like the Active Time Battle system used in the last few FF titles.

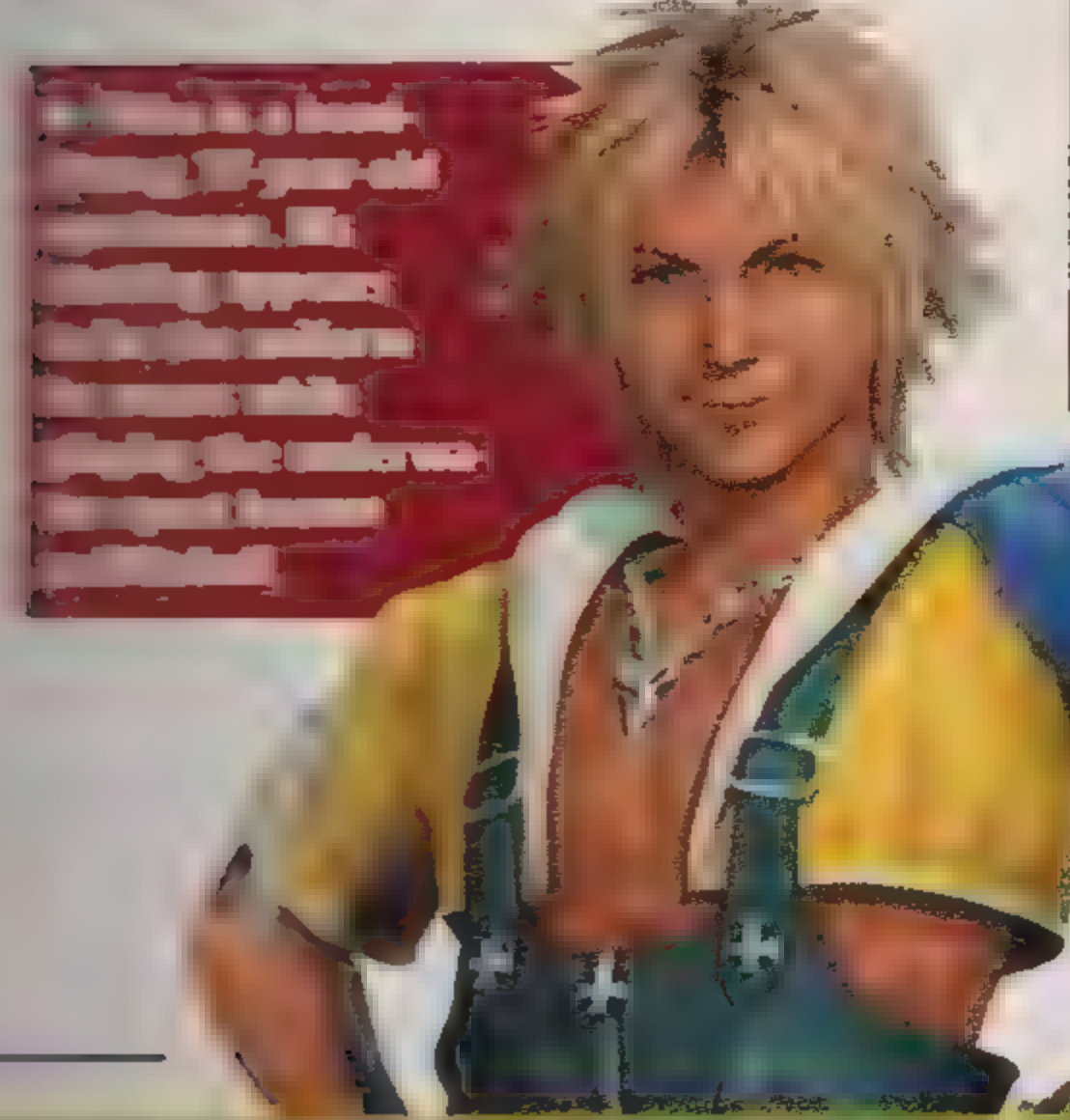


► Yuna, the 17-year-old daughter of a famous summoner, finds it hard to live in her father's shadow. She has one blue eye and one green, and she dresses far more traditional than Tidus.



any given time, and there will be at least three playable characters — named Yuna, Kikyo, and Ryugo — in addition to the heroes. As with every *Final Fantasy* game so far, the number of party members is expected to grow considerably by the time the game is released.

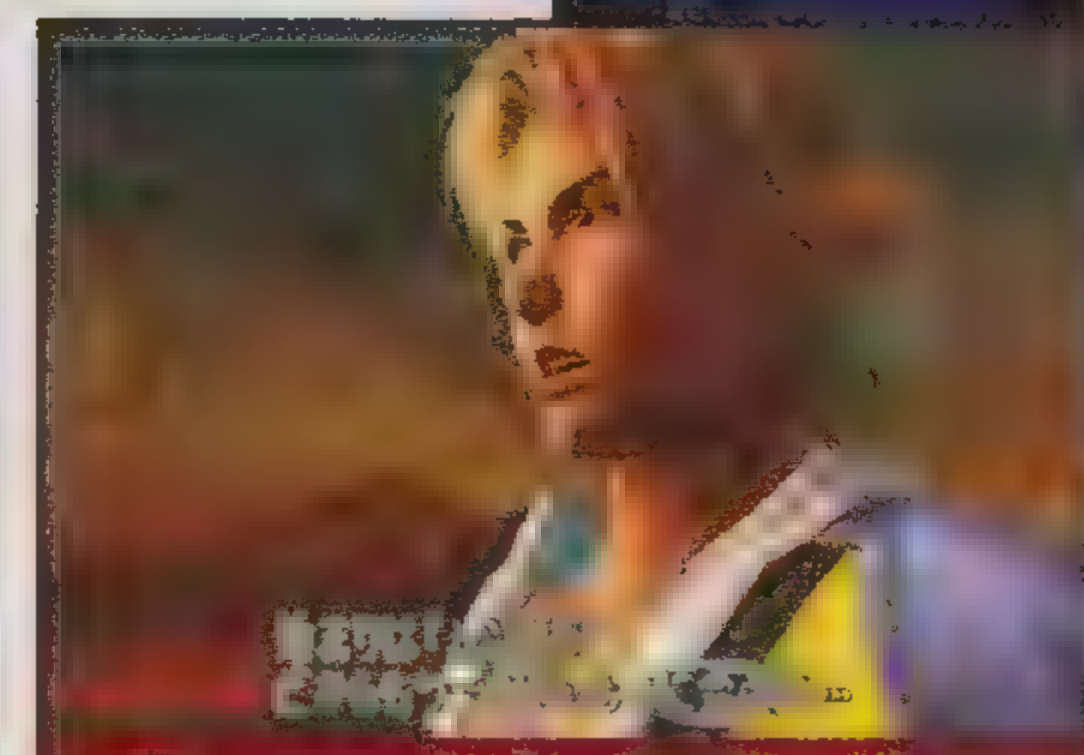
Final Fantasy X was slated for a March release in Japan, but has been delayed to June. Square is committed to getting it onto shelves by the end of 2001, although the date is set in stone. Given its imminent release overseas, you can expect much more on the game in these pages soon. Stay tuned for the latest.



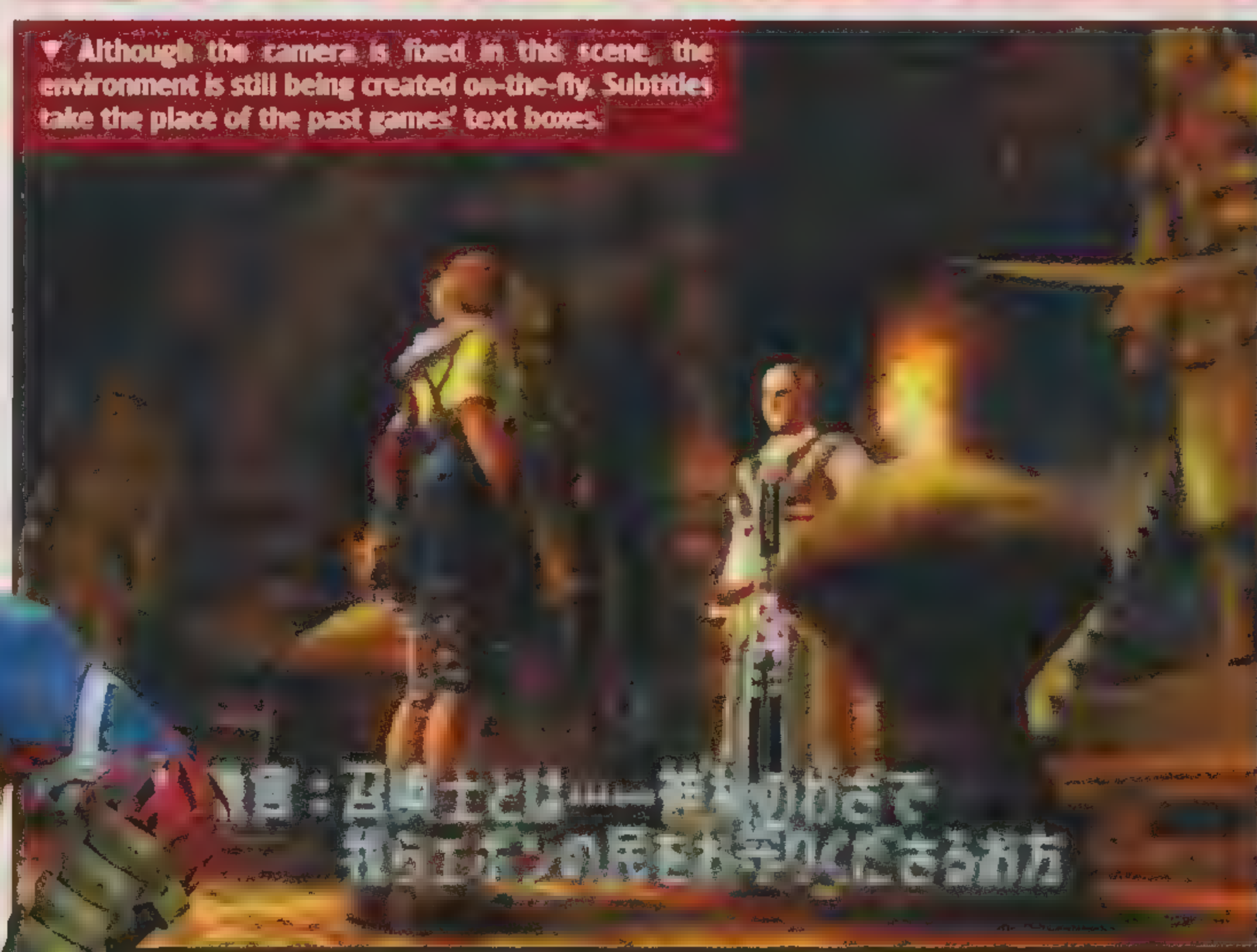
► Tidus is a 17-year-old summoner. He's a powerful warrior, but he's also a bit of a troublemaker. He's the only one who can play the underdog. He's the only one who can play the underdog.



▲ Here you can see that Yuna's eyes are different colors. Also, the detail seen in the jungle setting behind her is amazing.



▲ The game's main character, Tidus, bears more than just a little resemblance to Squall from *FF VIII* — doesn't this shot look familiar?



▼ Although the camera is fixed in this scene, the environment is still being created on-the-fly. Subtitles take the place of the past games' text boxes.

making a U.S. release of *Final Fantasy X* (left out of the *Final Fantasy Anthology* set) to hit shelves by year's end. According to our sources, this may possibly be packaged with the PlayStation port of another famous Square RPG — *Chrono Trigger*.

Though not directly related to the game, the creative team behind the *Final Fantasy* movie (which hits theaters this summer) has hinted in interviews

► The *Final Fantasy* movie may be released on a DVD for the PS2, with special features.

that an exclusive PS2 edition of the film may be released on DVD. What'd be so special about it? Evidently, viewers would actually get to be their own director for several of the film's scenes, changing camera angles, lighting, and other factors and then watching as the PS2 renders them in real time. Now that's what we call a *special edition*!



Onimusha 2 Underway

First look at samurai action sequel

The first game's just now hitting shelves now in Japan, but Capcom is already hard at work on the sequel to *Onimusha* for PS2. Players who complete the original will be treated to a short black-and-white FMV preview of the game, and we've got a sneak peek.

Evidently, the sequel is set ten years after the events in the first game, with the demon forces rising to wreak havoc in the mortal world once more. Players will control a new, yet unnamed lead character, who resembles a gruff samurai

warrior with an eye patch. We first thought he was an older, battle-scarred Samanosuke (the hero from the first game), but now we're not so sure.

It looks like the sequel will once again feature a combination of prerendered backgrounds and high poly-count characters, although it's hard to tell from such a short (and early) clip. We do know that there'll be some new enemies, including some nasty-looking frog creatures.

Capcom has confirmed that *Onimusha 2* is in development and even went so far as to say

that it may be released in Japan by the end of the year. We'll keep a close eye on the title and will

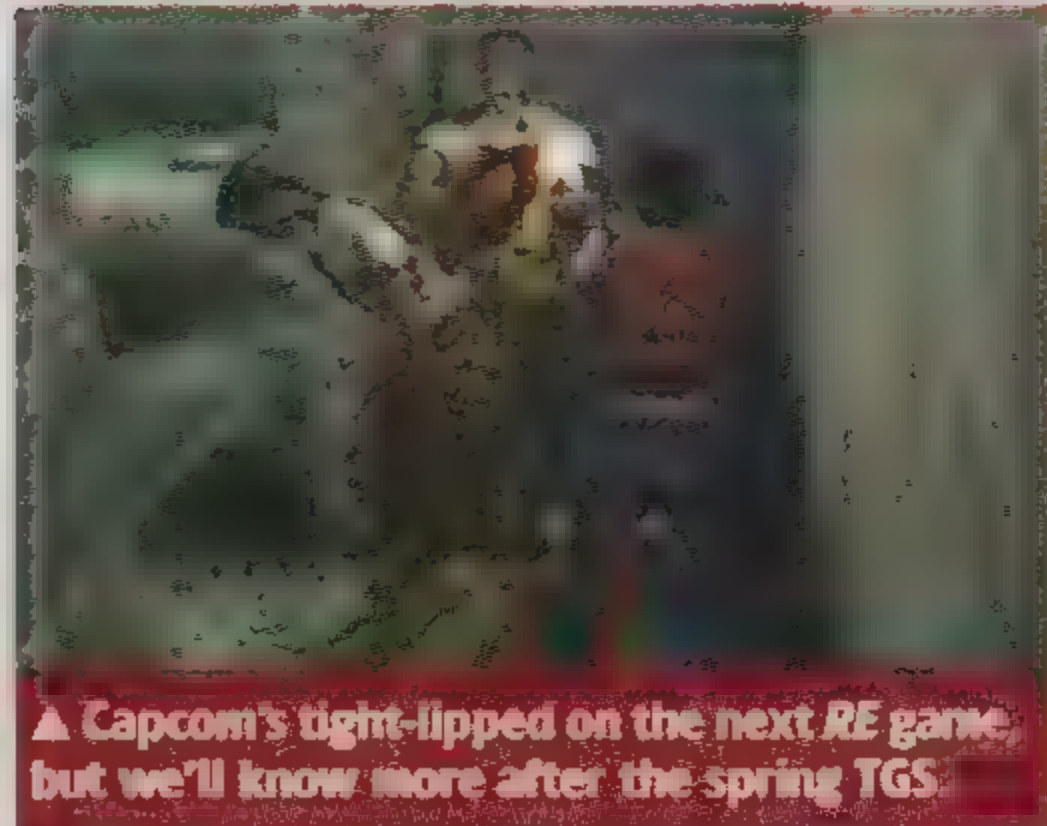
bring you more details as they become available. After finishing the first game, we can't wait!



▲ It's only black-and-white, but it's still our first look at the sequel.

Resident Evil 4 Update

Will it appear on multiple systems?



▲ Capcom's tight-lipped on the next RE game, but we'll know more after the spring TGS.

No, there still isn't any official announcement of the game from Capcom, but the renowned game maker has

let slip just a little more info on its latest chapter in the *Resident Evil* saga.

According to the company, *Resident Evil 4* is very much in development and is being targeted for a 2001 release in Japan. If the domestic releases of past *RE* games are anything to go by, it could very well hit US shores in the early spring of 2002. One interesting admission by Capcom is that the game will likely appear on multiple platforms in addition to PS2. Whether these other versions

will come after the PlayStation 2 release or simultaneously remains to be divulged.

In a bit of cool trivia, Capcom has also revealed that the game engine and some play mechanics of its other big PS2 horror game *Devil May Cry*, originally started out as the framework for *RE4*. Somewhere along the line, the decision was made to spin the game off into *DMC* and create something newer (and presumably even better) for the next *Resident Evil*. We can't wait to see it!

Big Changes For Tekken 4?

Game unlikely to see 2001 release as result

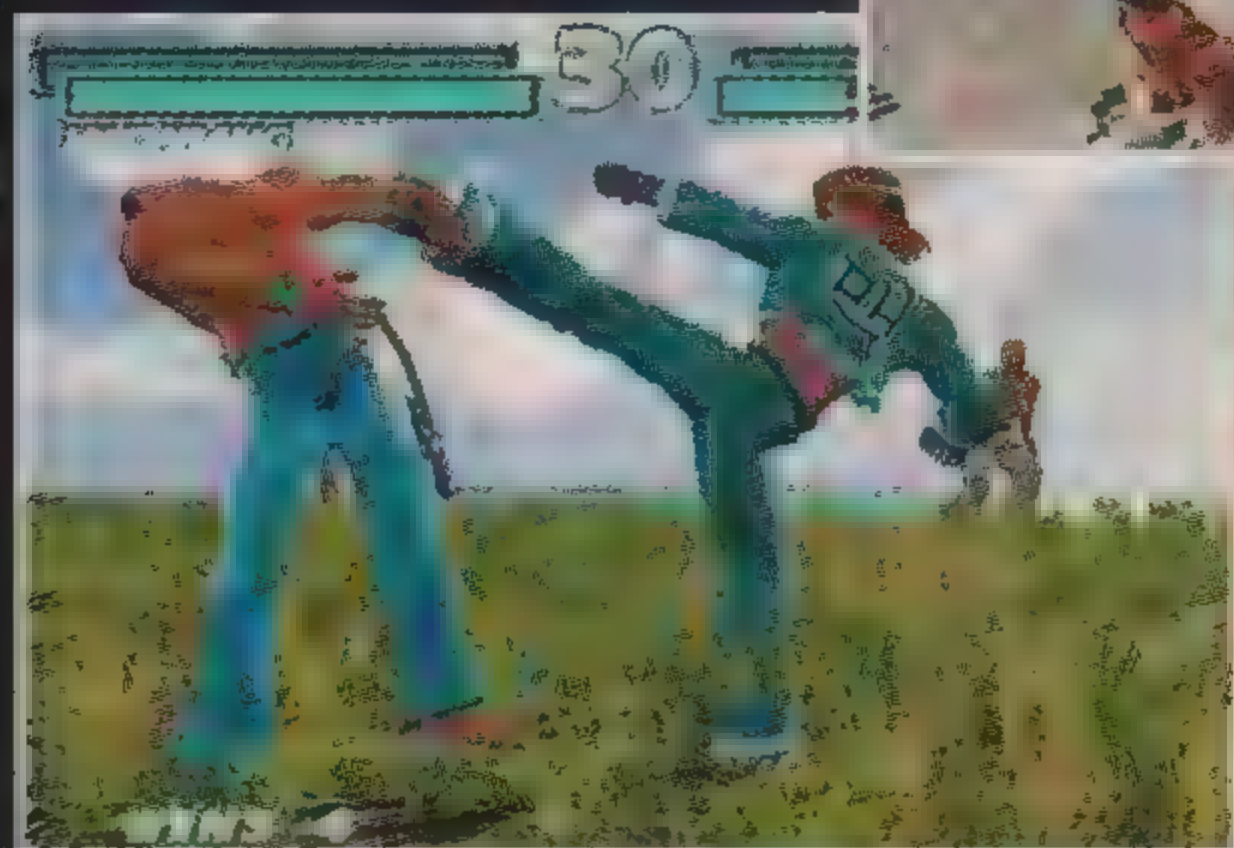
There's some bitter-sweet news for *Tekken* fans out of the Namco camp this month, but in the end, it'll probably turn out to be great news for one of the fighting genre's all-time greatest series.

First, the bad news. We've confirmed with Namco's US representatives that a 2001 release for *Tekken 4* (which is evidently well into development) appears unlikely for arcades, let alone on PS2. The good news, the reason behind the long wait is that Namco's *Tekken* team is really trying hard to make this a revolution over the past games. Granted, they've all been good

so far, but pretty much any fan will admit that the series definitely needs some fresh ideas.

There's been talk of a move to full 3D (the *Tekken* team was involved with the development of Square's free-roaming *Ergheiz* by Dream Factory), and lots of

environment interaction, but what we can really expect is anyone's guess at this point. Keep your fingers crossed, and we'll have more as it breaks.



▲ The next *Tekken* could very well make the move to true 3D, ala Square's *Ergheiz*.

WHAT YOU SHOULD BE PLAYING

1. Onimusha

This is the first game that really delivers on PS2's huge potential. Beautiful!

2. Rayman Revolution

Great graphics and great gameplay. It's the best of both worlds.

3. Kengo

It's a "concept" fighting game, but it works well... really well.

4. Shadow Of Destiny

Action-packed? Nope, but this is one extremely engrossing plot-twisting adventure.

5. ATV Offroad Fury

Off-road racing done right, with huge environments and lots of speed.

RUMORS

by BlueLED

A lot of good dirt has come my way this month, so let's get cracking, shall we?

MEGA PS2

There's a story running around suggesting that Sony will in fact release a bigger, better PS2 with broadband and hard drive built-in, supplied with the new DVD drivers and the remote as standard. An infrared receiver would be built into this system, standard, eliminating the need for annoying pass-through controller additions. The bad news? It would only be available in Japan, since the PS2 is now the number-one selling DVD player by far in that territory, and the company certainly doesn't want to interfere with its US DVD business to that extent.

SSX DVD

EA is working on a DVD update to *SSX* for the end of this year, with new tracks, characters and other goodies that couldn't be squeezed into the original. This bigger, better *SSX* isn't a true sequel, but more of a deluxe version. A true *SSX* sequel would appear in 2002.

WIRELESS BROADBAND

Sony is looking into a number of Bluetooth technologies for the PS2, including wireless joypads and wireless Broadband network adapters. Bluetooth is a wireless technology that allows disparate devices to talk to each other, and is expected to make a big impact on home networking. It's plenty fast for online gaming and browsing. The company is also looking at incorporating Bluetooth into other consumer devices.

DOUBLE SEQUEL CRAZINESS

An *Onimusha* sequel is not only in the works, but dangled near halfway done. More interesting is that a sequel to Konami's *Shadow of Memories* (not yet released) is also well under way, picking up the plot from the first game and answering questions that haven't even been asked yet. Now it's only the *Jumping Flash* guys who'd get their stuff in order.

MEDAL OF HONOR PS2

EA is apparently hard at work on the PC AND PS2 version of its next *Medal of Honor* sequel, *Allied Assault*. The game will use the *Quake 3* engine to detail the antics of vile Nazi hordes whom you get to shoot. With scenes straight out of *Saving Private Ryan* (The assault on Omaha Beach?), the game ought to set new precedents for first person shooters.

SPEAKING OF FPS...

Epic seems to have a firm grip on the PS2 hardware, hence the sterling version of *Unreal Tournament* and more importantly, simultaneous PS2 development of *Unreal 2* for the PlayStation 2 and PC. Using Epic's amazing new technology, the game features huge outdoor and dramatic indoor environments. It's built as a single player game, which makes better console fodder.

EA Racer Rumbles On PS2

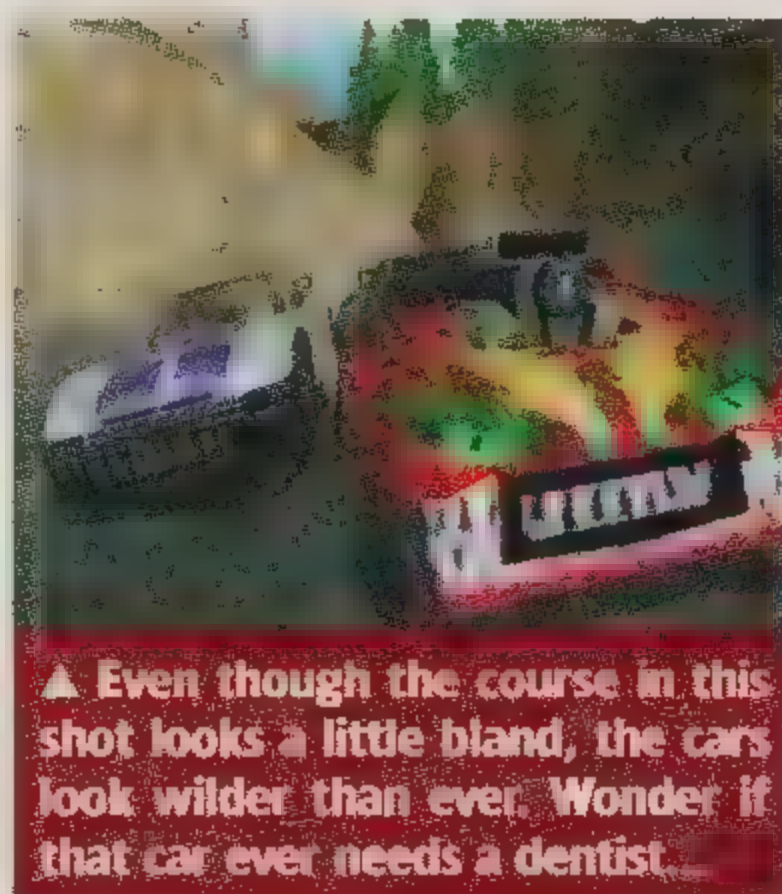
NASCAR Rumble sequel ditches the license, but ups the arcade action

EA's *NASCAR Rumble* was one of the more unique racing games last year, named a foregone conclusion on the PlayStation 2 for that it was going to do at least one thing well.

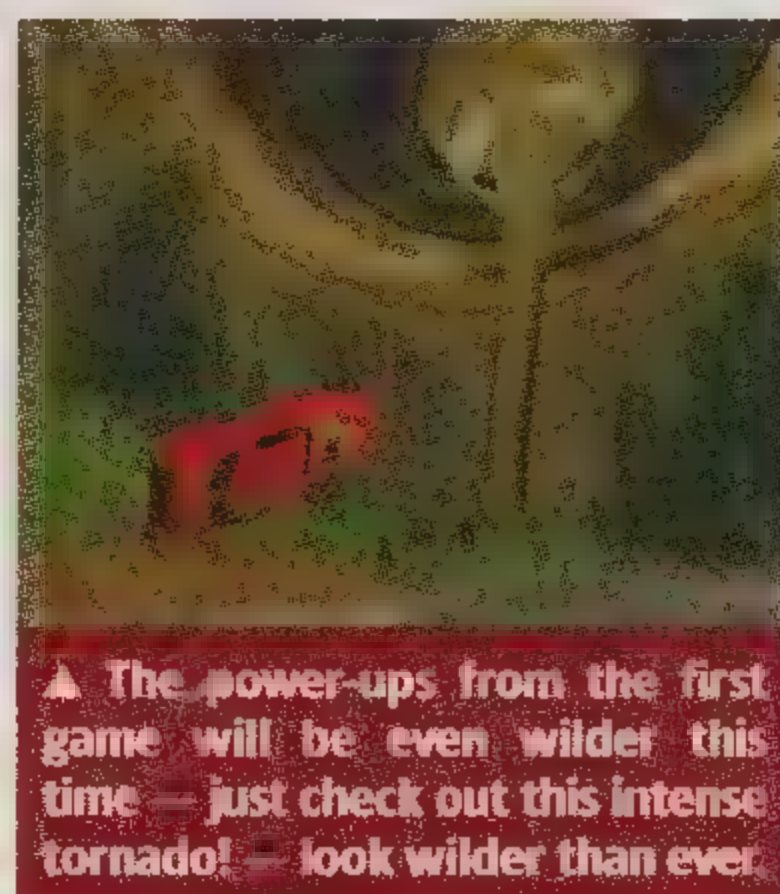
EA says to be sure, the things that make a game a sort of *Crash Team Racing*—such as crazy power-ups and courses intact in their own right. Of course the game is also hot on the PlayStation 2, and we can report that the game's look is as good as the courses seems to be. EA says there will be 15 courses, including city streets, beach locales, and even a team-based and a single-player mode.

EA hasn't said why it decided to forego the NASCAR license this time around, but we can only assume that it'll help the game appeal to a wider audience and may give the developers more leeway in what they can do with the vehicle designs.

Rumble Racing won't actually hit shelves until later on in the summer, but we'll have a full preview of the game soon.



▲ Even though the course in this shot looks a little bland, the cars look wilder than ever. Wonder if that car ever needs a dentist...



▲ The power-ups from the first game will be even wilder this time—just check out this intense tornado!—look wilder than ever.

▼ Thankfully, on PS2 the frame rate should be more than able to keep up with the super-fast action. Hey, isn't that Craig Breedlove's jetcar?



PS2 Online Play Arrives Early

Developers to support new USB modem technology



Japanese PS2 owners will be browsing the Internet, playing online games, and downloading software by this summer, according to Sony. The company says that the PlayStation 2's new USB-based modem technology and its biggest game publisher, EA, are working on the technology.

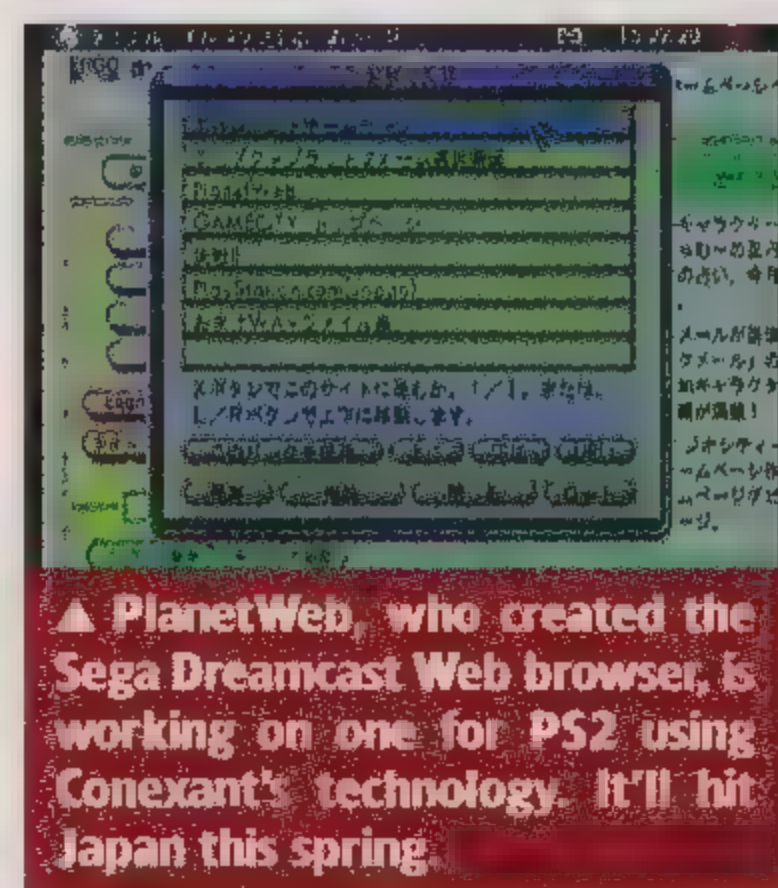
EA's much-touted network still in the stages, Sony has a Conexant's dial-up technology and EA has been green-lighting Sony for use by

licensed third-party developers. Companies already known to be developing online-ready games using these tools include Konami, Square, Namco, Capcom, ASCII, Hudson Soft, Enix, Koei, and Taito. Koei subsidiary Egsoft is already planning to release a web browser (developed by PlanetWeb) using Conexant's drivers in Japan this spring. No specific game titles have been announced at present, but it is believed that *Final Fantasy XI* is among them.

PS2-compatible USB-based modems are in the development stages at AIWA, TDK, and other major electronics companies. Pricing and release dates are still unconfirmed, but more than one is expected to be on sale alongside Ergo Soft's browser when it hits Japan this spring.

As of press time, no U.S.

game or hardware makers had announced plans to support the technology, but we'd expect to hear official commitments being made within the next month or two. As always, we'll have first details (and hopefully some new info on Sony's proposed broadband network) just as soon as they're available.



▲ PlanetWeb, who created the Sega Dreamcast Web browser, is working on one for PS2 using Conexant's technology. It'll hit Japan this spring.

SAY WHAT?

Videogame characters say the darndest things. Here are a few quotes that caught our attention:

"Let me tell you about life!"

—The granite facade of Oninusha's hero, Samanosuke, finally crumbles

"I can survive anything - even nukes."

—Ralf from King of Fighters, by way of Ikari Warriors

"Happen!"

—A word balloon in *Dark Cloud*, that you get after fitting together all the pieces of a house

HITS & MISSES

What's hot and what's not in the gaming world



PS2'S MASSIVE MARCH

Japanese gamers are set for a MASSIVE month, with no less than half a dozen major games—including *Code Veronica*, *Extermination*, *Klonoa 2*, and *Z.O.E.*—hitting the shelves there this month.

CASTLEVANIA CAPERS

Kudos to Konami for resurrecting one of the greatest series ever and touching it up for the new millennium. Now, if only they could get them all on one DVD for PS2...

GAMEBOY ADVANCE LAUNCH

Mario, *F-Zero*, *Castlevania*, and more—if this were a console launch it'd be one of the best ever. But a handheld? We're floored! Looks like yet another long night in Akihabara.

PLAYABLE DEMOS

Here's a trend we'd like to see continue: Gamers will get to try out *MGS2* and *Devil May Cry* months before their release thanks to game companies who are finally realizing that demos help sales.

THE BOUNCER

What happened? This game was pitched as a revolution of the genre, but ended up reneging on all of the promises. Cool stuff like environment interaction (which was in the original demo) was taken out.

YET ANOTHER GT3 DELAY

In Japan at least. We're all for taking the time needed to make quality games, but why set a "firm" date if it's clear the game will never make it in the first place?

X-BOX SIZE

Maybe they should call it the XXL-box? For something that isn't supposed to be a DVD player, this thing is HUGE, and Japanese gamers are already seriously questioning its beefy controller.



First Look: The Lost

THQ readies its take on the survival horror genre

Developer Irrational Games, responsible for the critically acclaimed PC game *System Shock 2*, is bringing its storytelling skills to PS2 with *The Lost*. The game sees the player in the role of a distraught mother who has struck a deal with the devil and must traverse the pits of Hell in order to reclaim her deceased daughter. Based on the powerful Lithtech engine, *The Lost* will mix RPG elements and third-person action in real-time environments. Look for it to arrive this fall and expect more details soon.

▲ Can THQ hang with the big boys in the Survival Horror genre? From what we're hearing, *The Lost* will be something to get excited about.

NIHON GAME OTAKU

by Max Everingham

Getting ever closer to Sony's promises of taking the PS2 online, Ergo Soft will start selling a PS2 browser called "Egbrowser" here in Japan in March. The browser will display on regular TV sets and works with a USB modem. Egbrowser is also SHMP and POP3 compliant, meaning you can retrieve your email, and can play back MP3s. And for a bit more icing on the cake, Artdink have announced an improved version of their "Agatha" middleware development tools for PS2, enabling developers to make PS2 game graphics even more stellar.

Bandai, hitting it big with their giant robot Gundam games across the board, are also first to hit the surf in what could be turn out to be the "Next Big Thing" in gaming here in Japan—JAVA games. The pioneering company are amongst the first to launch games designed specifically to be played on mobile phones. Yes, mobile phones! The super-advanced phones here in Japan run on the F-mode system, have large color screens and, with the advent of the JAVA-compatible models, can run games far more sophisticated than before, such as *Sonic the Hedgehog*. This is the first wave of JAVA games and monthly gaming bible Famitsu is already getting very excited about the potential. The phones can be hooked up to all the major consoles, including PS2, and JAVA is our platform, so if you're a developer looking for a way into a massive market (20 million and counting), one of your best options is to hook up with companies like Linc Media, which provides a totally bilingual developer portal and can give you a boost into the market.

Linc Media's website is at <http://www.lincmedia.com/> and the developer portal is at <http://www.lincmedia.com/8.com/>. Sony has recognized the potential of mobile-phone gaming and content, and it's spreading quickly and will probably negate the need for units like the PocketStation. But you can hook the phones up to PlayStation and there's plenty of scope for enjoyment there.

Max

RETAIL REPORT

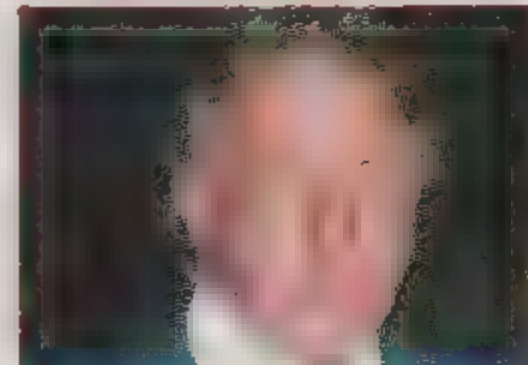
The Bouncer muscles its way into the top spot in the PlayStation charts this month. Only marginally behind it, though, is the PS2 incarnation of the ever-popular Gundam series of mech fighting games from Bandai.

PLAYSTATION COMBINED CHART

1. The Bouncer (PS2/Square)
2. Mobile Suit Gundam (PS2/Bandai)
3. Pachislot Aruze King 4 (PS/Aruze)
4. Crash Bandicoot Carnival (PS/SCE)
5. Victorious Boxers (PS2/ESP)
6. Tales of Eternia (PS/Namco)
7. Bomberman Land (PS/Hudson)
8. 7 (PS2/Namco)
9. Rockman X5 (PS/Capcom)
10. Jikkkyou Powerful Pro Baseball 2000 (PS/Konami)

Source: Weekly Famitsu/12/26/2001

RAIN MAN



VS



RAYMAN

ROUND ONE: Star Power

Rain Man: Played by Academy Award winning Dustin Hoffman

Rayman Played by some unknown voice actor

Advantage: Rain Man

Rain Man: Hoffman also starred in the stinker film *Hero*

Rayman: His other games rocked, and he's a *real* hero

Advantage: Rayman

ROUND TWO: Skills

Rain Man: Performs complex calculations in his head

Rayman: Needs on-screen counter to keep track of Lums

Advantage: Rain Man

Rain Man: Is scared to death of flying

Rayman: Can fly by spinning his hair really fast

Advantage: Rayman

ROUND THREE: Quirks

Rain Man: Likes to talk about underwear

Rayman: Definitely not wearing underwear

Advantage: Rain Man

Rain Man: Can't go a day without watching *The People's Court*

Rayman: Can't go a day without being ported to another system

Advantage: Draw

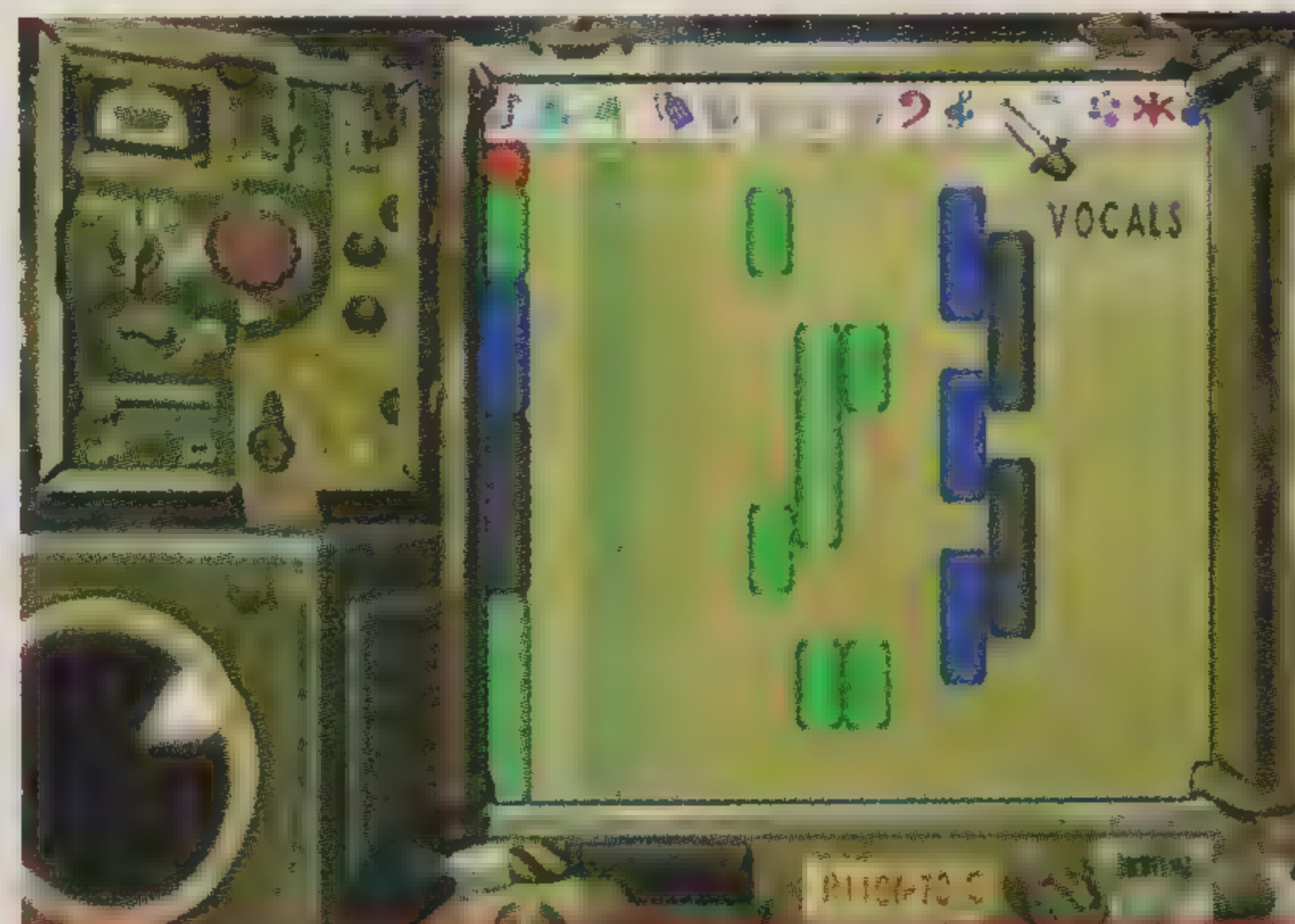
WINNER: RAIN MAIN

Music Generator Returns

PS2 gets tricked out version of Codemasters song maker

Listen up, dance music fans. UK-based Codemasters has officially announced plans to release a follow-up to its unique music creation program, *MTV Music Generator*, for PlayStation 2 by the end of the year. The creatively-dubbed *MTV Music Generator 2.0* promises to make full use of the PS2's powerful audio processing hardware, with Codemasters boasting that the title will feature twice the music creation power of its predecessor.

The program, which will see release in April, will also include options to create visual accompaniment to the music you create along with samples from well-known recording artists. We'll have a full review soon, so keep your eyes (or is that ears?) peeled.



▲ It's not just prettier to look at—*MTV Music Generator 2.0* promises twice the tune creation power of the first title.

The Koei logo is located in the top right corner, featuring the word "Koei" in a stylized white font with a red dot above the 'i'.

www.koeigames.com

The background of the entire page is a collage of images from the game. At the top, a row of five small screenshots shows various in-game scenes. The central figure is Snake, looking forward with a serious expression, wearing his iconic orange jumpsuit and a vest with a glowing screen. Behind him, a large, dark, mechanical figure is visible. To the right, a woman in a red dress is shown in a dynamic pose. At the bottom, there are more screenshots and character portraits, including a man with a beard and sunglasses. The overall color palette is dominated by reds, oranges, and yellows, suggesting a high-stakes, action-packed environment.

The first blast wiped out your Space Center.

In just 3 hours, the high-tech weapons satellite will sink
again... It's your job to make sure that it doesn't.

Coming March 2001!

31 explosive stages with 3 different endings

4-Player Deathmatch with 28 playable characters

Precision laser-sighting aiming mechanism

1 and 2-Player "BOT" modes



PlayStation 2



Peripherals

This month: two of the first devices for connecting your PS2 to a PC monitor, plus something for gamers who don't want to use a monitor at all.

▼ One of these babies will set you back more than the price of five PSones, but if you're seriously into gaming (or movie watching) on the go, the FMD-200 is definitely worth a look... or two.



PSM
FINAL SCORE **7/10**

EYE-TREK FMD-200

Company: **Olympus** Price: **\$549.99**

Much like Sony's own Japanese product, the Glasstron, the Eye-Trek FMD-200 is an extremely lightweight, visor-like device that's worn like a pair of glasses. The intention is to create the illusion of looking at a big-screen TV (about 60") from a distance of six feet. In reality, it looks like you're looking at a big screen at the tip of your nose, but having the surrounding world blocked out really does help amplify the effect. The glasses also have built-in earbud headphones and offer complete control over tint, hue, brightness, contrast, and other picture settings.

Unlike past attempts at similar products, the

pixel count is quite high, resulting in a very watchable picture that's really not that blocky looking. It's still not the same as a good direct-view television, but it's definitely good enough for games. DVD viewing, on the other hand, seems to lose a lot more.

If you play your PSone or watch DVDs while riding in a car, the FMD-200 makes a great (although quite pricey) alternative to the small LCD screens offered by third-party companies. If you're only going to play games at home — be it on a PSone or PS2 — we'd suggest putting the \$500 toward a good direct-view TV instead, as it'll offer much better picture quality across the board.

► **Randy Nelson**

PS2 VGA BOX

Company: **Redant** Price: **\$39.00**

Redant's PS2 VGA Box is essentially an adapter (more specifically, a line doubler) that converts signals so they can display on a VGA monitor. It draws power through one of the memory card slots, and its AV Multi-Out (which also supports RGB cable), VGA Monitor Out, VGA In, PC Sound Card In and speaker jack let you hotwire your set-up so you can watch and hear console content on your VGA-enabled TV and PC monitor simultaneously (without a switch connector).

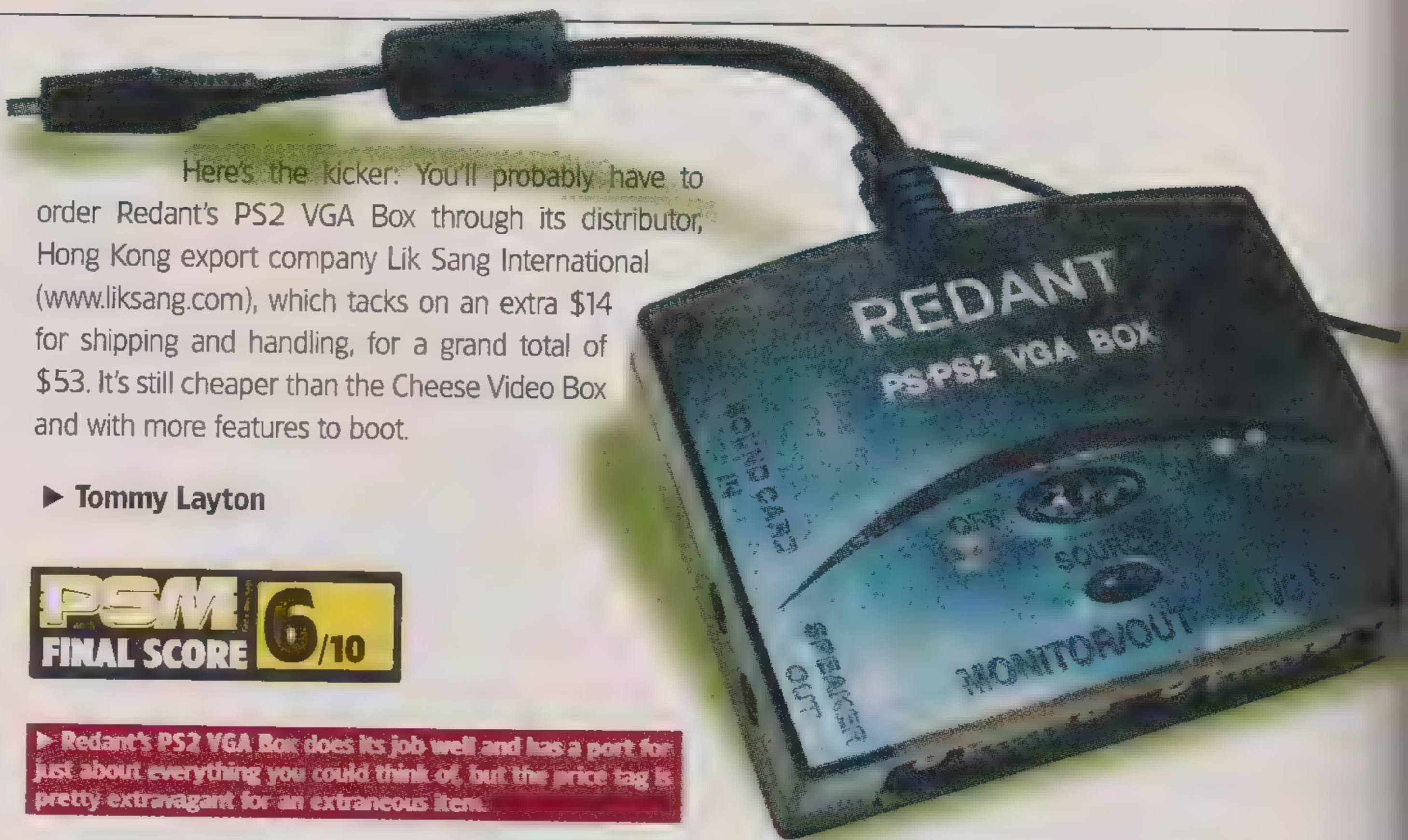
There are high resolution and normal modes (designed for PS2 and PSone, respectively), but high resolution seemed to work better for both. Once you've connected the VGA Box properly, it certainly does its job — although the quality's still not on par with a true VGA output, a la the Dreamcast VGA box.

Here's the kicker: You'll probably have to order Redant's PS2 VGA Box through its distributor, Hong Kong export company Lik Sang International (www.likasang.com), which tacks on an extra \$14 for shipping and handling, for a grand total of \$53. It's still cheaper than the Cheese Video Box and with more features to boot.

► **Tommy Layton**

PSM
FINAL SCORE **6/10**

► Redant's PS2 VGA Box does its job well and has a port for just about everything you could think of, but the price tag is pretty extravagant for an extraneous item.



CHEESE VIDEO BOX

Company: **Digimedia** Price: **\$119.00**

Although a company has finally brought us an adapter that allows people to connect their PS2 and other video products to a VGA monitor, I have to say that I'm disappointed with the quality.

In the case of PS2, you simply attach your S-Video or composite cable to the Cheese Video Box, which has outputs for a VGA connection. Unfortunately, since the Cheese Video Box only

converts the signal to VGA, you won't really receive true VGA output quality; you merely get a S-Video quality picture. This means that you won't receive the pixel for pixel perfect picture that you would expect. In fact, the games we played on it actually looked slightly blurry.

Unless you're adamant about connecting all of your electronics (practically anything with S-Video or composite connections) to a VGA monitor, this peripheral is hardly worth it — especially for the rather steep price. Any good TV with an S-Video jack should suffice, and, in some cases, look much better.

► **Tokoya**

◀ The Cheese Video Box is simple to use and puts out signal (actually an S-video quality signal, not true VGA), but you'll still get a better picture through a standard S-Video cable on a good TV.

PSM
FINAL SCORE **4/10**

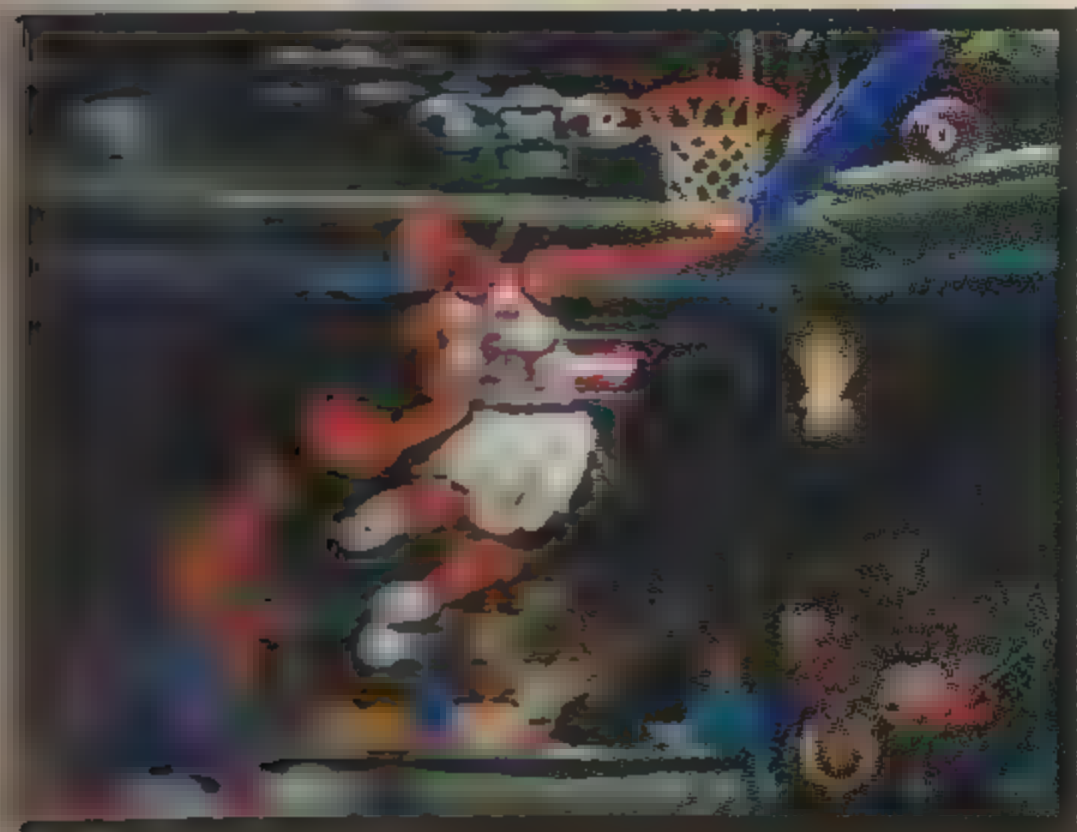
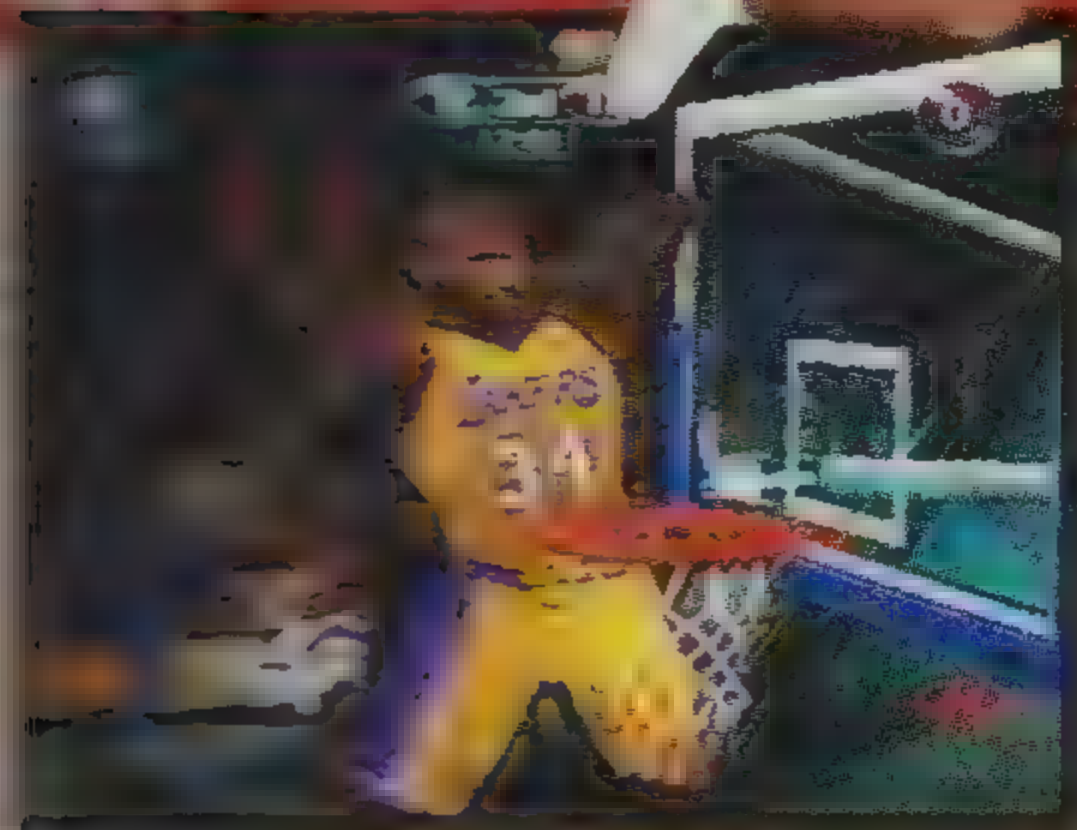
THE RESULTS DON'T SHOW UP ON A SCOREBOARD.
TRY THE RICHTER SCALE.

60"

75"

70"

65"



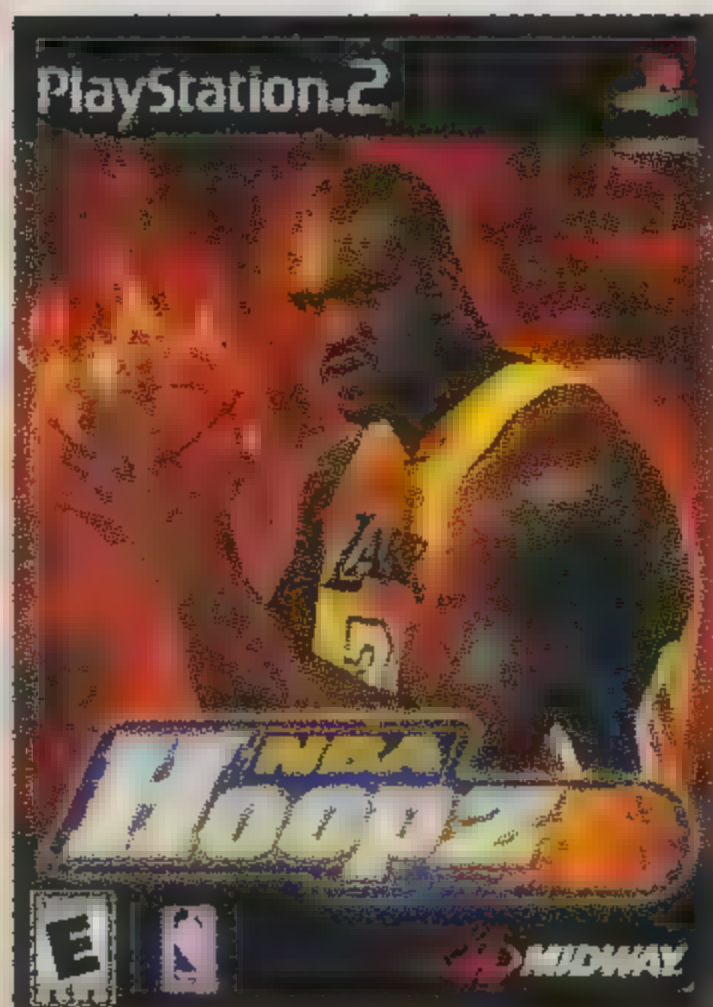
Torment friends with our revolutionary new savable instant replay feature.

Get skillz playing in mini-games like Hoopz Practice and 2ball.

We motion captured Shaq-Diesel's MVP moves for your rim-rattling pleasure.

Use the new Hoopz button to make sure the rock will end up in your hands.

The only dedicated 3-on-3
EXTREME-STYLE BASKETBALL GAME
this season.



PlayStation®2

Dreamcast™

GAME BOY
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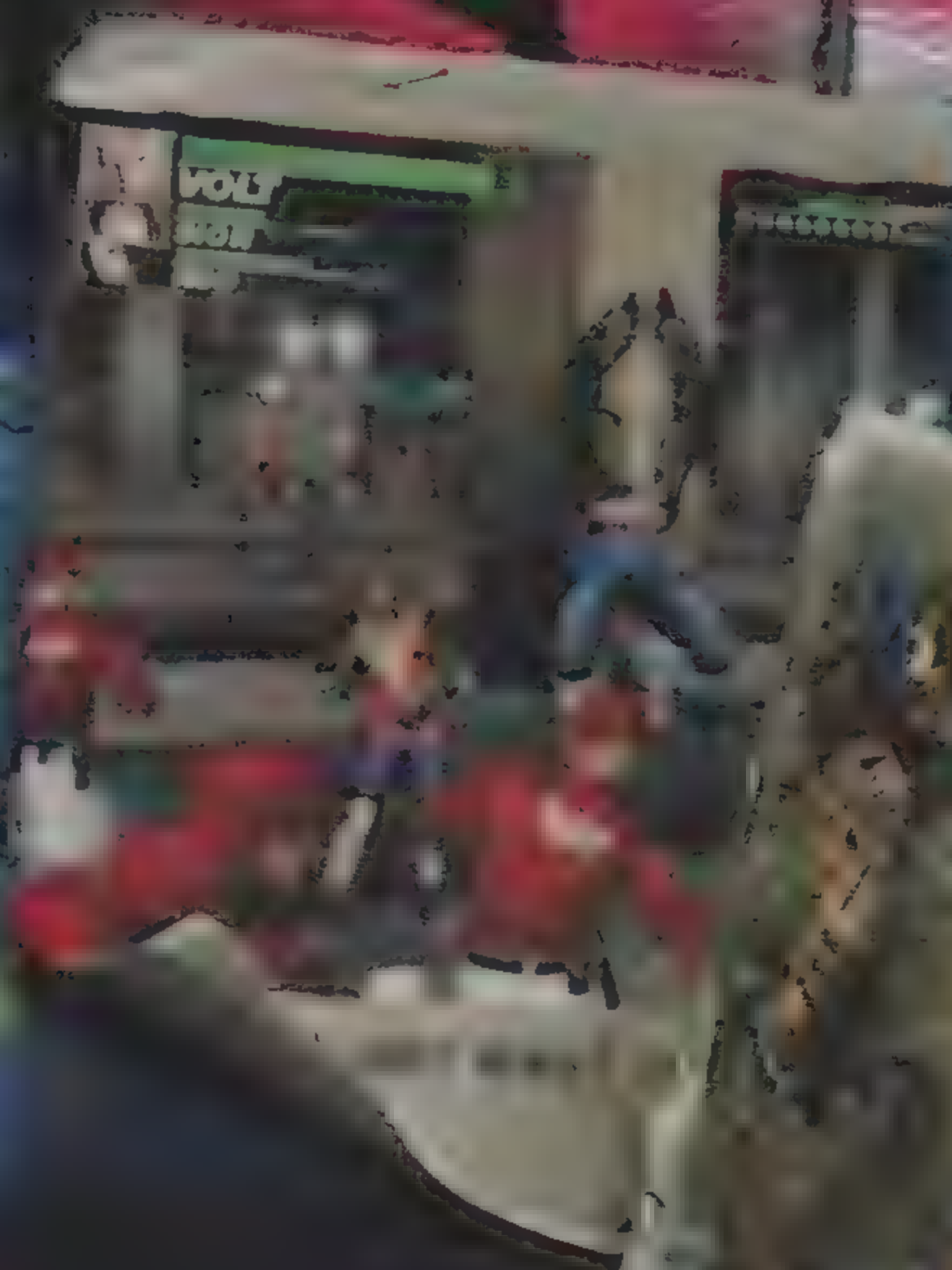
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...and, I have learned how to fight. I
...from his strength and kindness, but also great sorrow.
All this will change when he meets a girl named Damsel.
These are the residents of Dog Street.

The Bouncer



PlayStation 2



Animated Violence



SQUARESOFT

PICK A WORLD
WE'LL TAKE YOU THERE

Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

This Month's New Releases

PS2

TITLE	GENRE	PUBLISHER
Army Men: Air Attack 2	Action	3DO
Army Men: Green Rogue	Action	3DO
Army Men: Sarge's Heroes 2	Action	3DO
The Bouncer	Action	Square EA
Dark Angel: Vampire Apocalypse	Adventure	Metre3D
Dark Cloud	RPG	Sony
ESPN MLS Extra Time	Sports	Konami
FT Racing Championship	Racing	Ubisoft
Giants: Citizen Kabuto	Action	Interplay
Gran Turismo 3 A-Spec	Racing	Sony
High Heat Baseball 2002	Sports	3DO
The Jungle Book Rhythm & Groove	Dancing	Ubisoft
MDK2: Armageddon	Action	Interplay
Onimusha: Warlords	Adventure	Capcom
Portal Runner	Action	3DO
Quake III Revolution	FPS	EA
Resident Evil: Code Veronica	Action	Capcom
Ring of Red	Strategy	Konami
Rock 'N Roll Racing	Racing	Interplay
Shadow of Destiny	Adventure	Konami
Star Wars: Starfighter	Action	LucasArts
Star Wars: Super Bombad Racing	Racing	LucasArts
Tiger Woods PGA Tour 2001	Sports	EA Sports
Winback	Action	Koe
WDL: WarJetz	Action	3DO
Zone of the Enders	Action	Konami

PSone

TITLE	GENRE	PUBLISHER
Alone in the Dark 4	Adventure	Infogrames
Art the Lad Collection	RPG	Working Designs
Digimon World 2	Strategy	Bandai
Inspector Gadget	Action	Ubisoft
Mat Hoffman's Pro BMX	Sports	Activision
Toy Story Racer	Racing	Activision
Triple Play 2002	Sports	EA Sports
VIP	Action	Ubisoft

Three Month Outlook

APRIL PS2

TITLE	GENRE	PUBLISHER
Adventures of Cookie & Cream	Action	Agetec
Cool Boarders 2001	Sports	Sony
Heroes of Might and Magic II	Strategy	3DO
Off-Road Thunder	Racing	Midway
Roadster Trophy	Racing	Titus

APRIL PSone

TITLE	GENRE	PUBLISHER
Batman Gotham Racer	Racing	Ubi Soft
Roswell Conspiracies	Adventure	Redstorm
Superman	Action	Interplay
Time Crisis: Project Titan	Shooter	Namco
VIP	Action	Ubi Soft

MAY PS2

TITLE	GENRE	PUBLISHER
Barbarian	Adventure	Interplay
Commandos 2	Strategy	Eidos
Gauntlet: Dark Legacy	Action	Midway
Herdy Gerdy	Action	Eidos
Legacy of Kain: Soul Reaver 2	Adventure	Eidos
Project Eden	Action	Eidos
Red Faction	Action	THQ
Supercar Street Challenge	Racing	Activision
The World is Not Enough	Action	EA

MAY PSone

TITLE	GENRE	PUBLISHER
High Heat Baseball 2002	Sports	3DO
Simpsons Wrestling	Wrestling	Fox Interactive
World's Scariest Police Chases	Racing	Fox Interactive

JUNE PS2

TITLE	GENRE	PUBLISHER
Bloody Roar 3	Fighting	Namco
Lotus Extreme Challenge	Racing	Interplay
Stunt GP	Racing	Infogrames
Test Drive Off-Road: Wide Open	Racing	Infogrames
Top Gun	Air Combat	Titus

JUNE PSone

TITLE	GENRE	PUBLISHER
No known titles at this time		

Cool Stuff

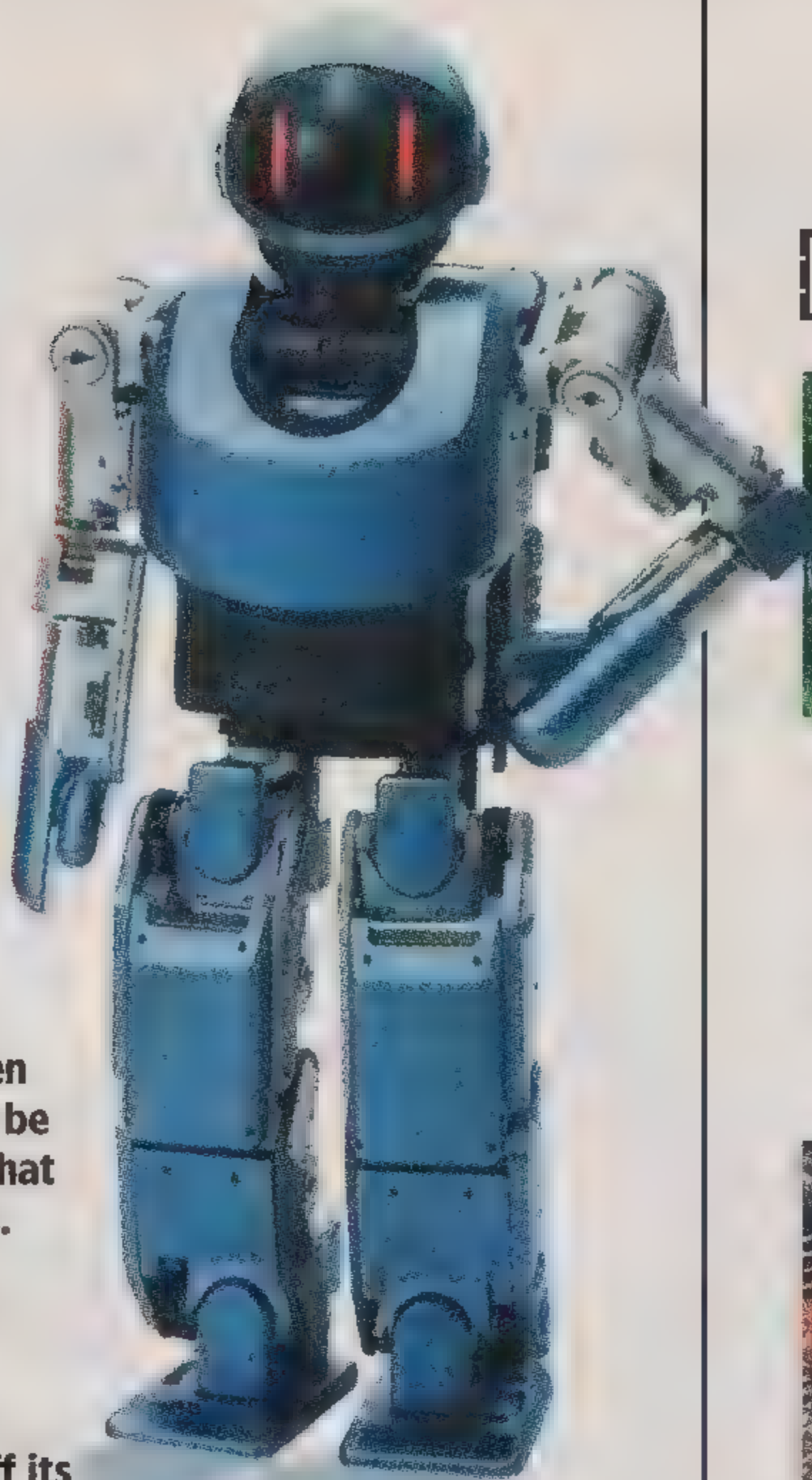
Here's a look at some of the coolest new gear that everyone's talking about

SDR-3X
SONY

Everybody's got a dog, but definitely one of the coolest pieces of electronics we've ever seen, the SDR-3X is being designed as a companion to Sony's Aibo dog that's recently seen a v2.0 revision.

This three-high little guy is so fascinating because it walks upright without toppling over and can even balance on one foot. Not only that, but its AI is slated to be on the same highly-realistic level as Aibo's, to the point that it may be able to take the cute plastic pooch for walks. We imagine having the little guy grabbing drinks from the vending machine or popping in memory cards while you're playing PS2!

At the end of the day, SDR-3X is just a very cool prototype of a future product, and is basically Sony's way of showing off its electronics innovation. However, it is destined for production in the not-too-distant future — so keep your eyes out, and start saving those pennies.



PSM'S MOST WANTED

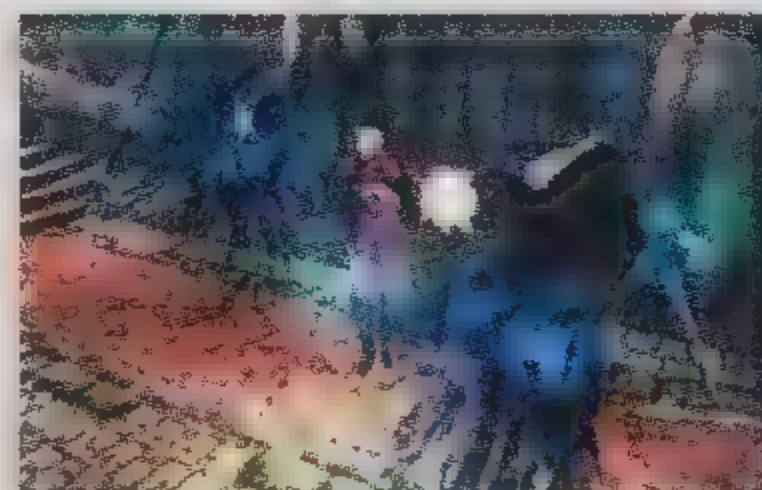


1. Final Fantasy X

That Square's latest FF game is on PS2 is exciting enough, but what really has us pumped up are the advances that are being made in the series this time around.

2. Metal Gear Solid 2

This one's still a ways off, but with the playable demo (available with Zone of the Enders) almost here, we've once again got MGS2 on the brain 24/7. Just a few more months and we'll be playing one of the biggest games ever, folks.

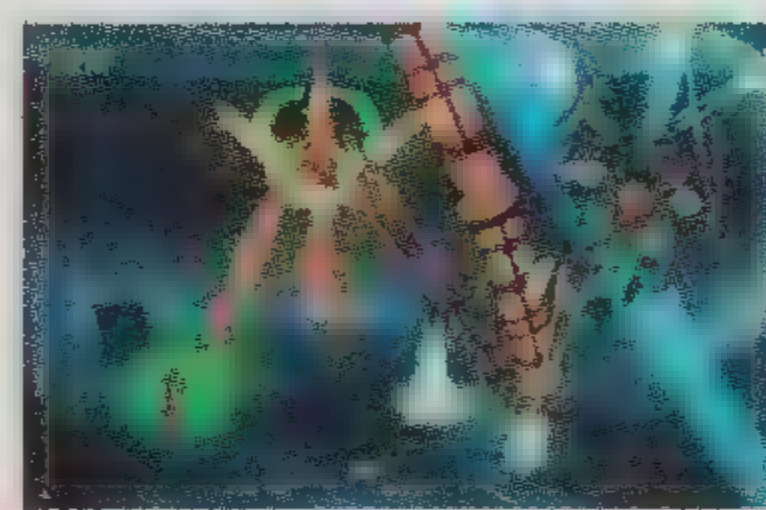


3. Devil May Cry

We played an early version and came away very impressed. It's one part Resident Evil, one part Castlevania and, if the gameplay can match up with the visuals, Capcom could have its next big franchise on its hands.

4. Zone Of The Enders

It's almost here: Konami's first big-time original game for PS2. The demo we've played is a blast, and if they can keep the action fresh (and story engaging) throughout, this may be one for the ages. Keep those fingers crossed!

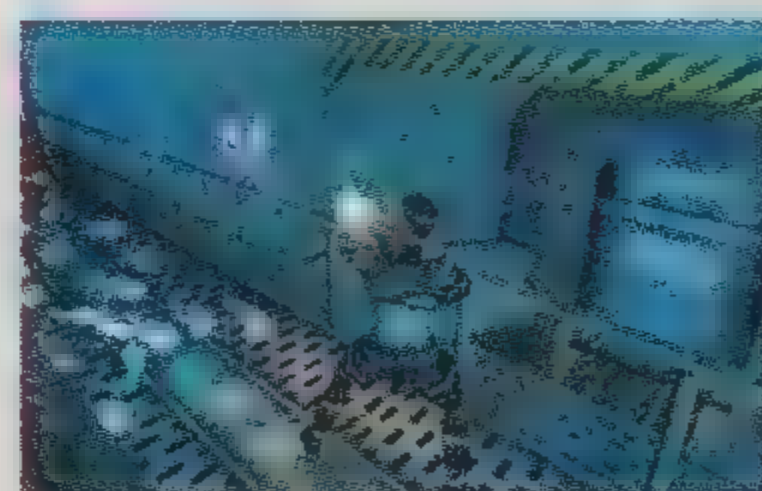
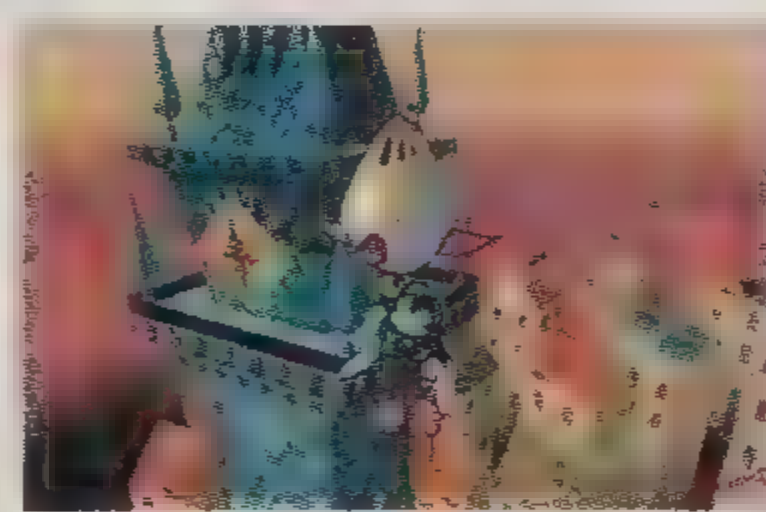


5. Gran Turismo 3

Sony recently showed us the latest build of its PS2 super-racer (including dirt track racing) and we still can't believe it's running on the same system as the launch games. No joking: GT3 looks THAT good.

6. Klonoa 2

We just got a playable demo of Namco's new platformer. So far, it plays a lot like the original (which definitely isn't a bad thing). Since we love old-school style platformers, we're keeping a close eye on this one!

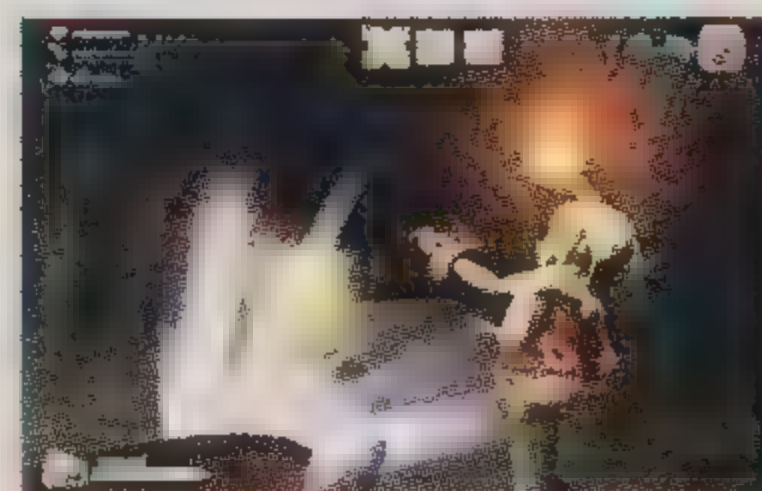
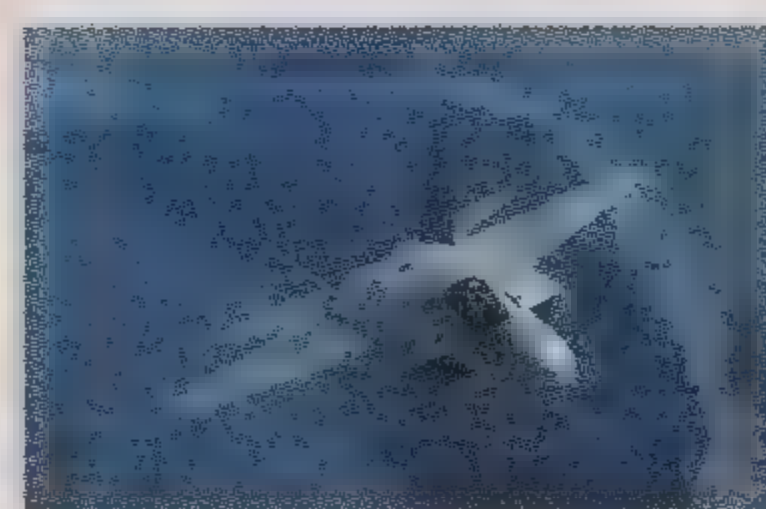


7. Extermination

There still isn't a whole lot of info on this Syphon Filter-style action game from Deepspace (a spin off of Whoopee Camp), but given the quality of Tomba! and Tomba! 2, our hopes are obviously quite high.

8. Ace Combat 4

Yowza! If this game plays anywhere as good as it looks, flight action fans are in for one heck of a treat later this year. We're expecting a playable version in the next few weeks, so we'll hopefully get a clearer picture of its promise soon.



9. Dark Cloud

Sony's epic "Georama RPG" has hit in Japan and we've been playing it ever since. Now we're just pining away for the English version so we can get a grip on all of its features — some of which are quite unique.

10. Resident Evil Code: Veronica

We thought the Dreamcast version of Code Veronica was great, and this one promises to be even better. Capcom's planning a lot of extras to make this one a "director's cut" that fans of the series probably won't want to miss!



Hot In March

TOP 10 DVDs



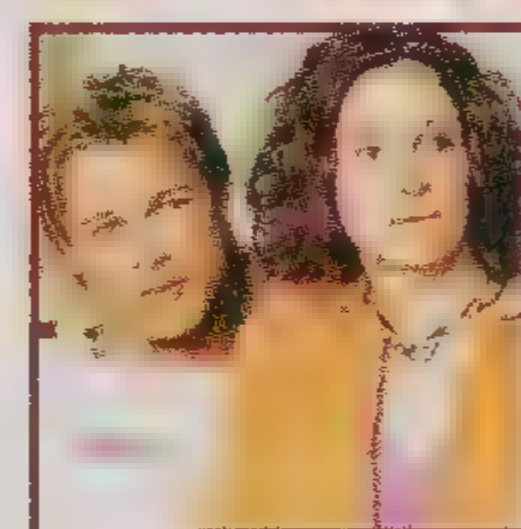
OUR TOP PICK:

LEGEND OF DRUNKEN MASTER

03 13 01
This disc represents one of the finest Hong Kong action movies you're ever likely to see. Drunken Master II (its original title) was the film that cemented Jackie Chan as a martial arts god, with the best fight sequences ever caught on film.

1. The Matrix	03 06 01
2. The Matrix Reloaded	03 13 01
3. The Matrix Revolutions	03 27 01
4. The Matrix: The Complete Edition	03 20 01
5. The Matrix: The Complete Edition	03 13 01
6. The Matrix: The Complete Edition	03 20 01
7. The Matrix: The Complete Edition	03 06 01
8. The Matrix: The Complete Edition	03 27 01
9. The Matrix: The Complete Edition	03 27 01

TOP 5 MOVIES (Theater)



OUR TOP PICK:

03 02 01
THE MEXICAN
Brad Pitt plays an underworld courier who reluctantly accepts one last job — transporting a "cursed" Spanish pistol from Mexico to the U.S. — in this action comedy. The action looks hot, but its crazy plot twists and smart dialog should really set it apart from the pack.

1. Spy Kids	03 30 01
Desperado director Robert Rodriguez directs this comedy about the children of superspies who must save their parents from an evil villain.	
2. Squelch	03 09 01
A group of twentysomething characters on a road trip talk with a trucker on their CB. He turns out to be an obsessive psycho killer.	
3. Exit Wounds	03 16 01
Steven Segal returns to work as an angry cop out for revenge. This time, he has a partner in the form of musician DMX.	
4. The Adventures Of Joe Dirt	03 09 01
David Spade's still stuck in SNL movie hell, but we've got hope that this one will actually be funny.	

SALES CHARTS

PS2 - NPD DECEMBER

1. Madden NFL 2001



1. Madden NFL 2001
2. Tekken Tag Tournament
3. NHL 2001
4. FIFA 2001
5. NBA Live 2001
6. NBA Live 2001
7. NBA Live 2001
8. NBA Live 2001
9. NBA Live 2001
10. NBA Live 2001

PS2 - PC DATA DECEMBER

1. Madden NFL 2001



1. Madden NFL 2001
2. SSX
3. Tekken Tag Tournament
4. NHL 2001
5. NCAA Final Four 2001
6. FIFA 2001
7. FIFA 2001
8. FIFA 2001
9. FIFA 2001
10. FIFA 2001

PS/PS2 - NPD DECEMBER

1. WWE Smackdown 2



1. WWE Smackdown 2
2. Tony Hawk 2
3. Driver 2
4. Final Fantasy IX
5. Madden NFL 2001
6. Tony Hawk
7. Crash Bash
8. Madden NFL 2001
9. Spyro: YOTD
10. Frogger 2

ATTACK ATTACK ATTACK



Animated Violence

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ARMY MEN WORLD WAR ★ FINAL FRONT™ ★

REAL COMBAT. PLASTIC MEN.®

Attack on all fronts in this final epic battle of the Army Men® World War universe on the PlayStation® game console. Take full command of your troops as you drive and fire from tanks, submarines, motorcycles and assault rafts in the most realistic and intense combat ever fought between plastic soldiers.

With split screen multi-player action, and a two-player editor, you can recruit others to join the fight. So buckle up soldier, and get ready to do battle—because never before has a plastic war been waged in these proportions.



3DO™
www.armymen.com

Where Fingerprints
would be if controller
wasn't gripped so hard

Friction burn got
after getting in
Higog's Face

9 stitches.
Exactly 12 less
than I
gave Qubeley

Minor blisters
earned during
8-hour marathon

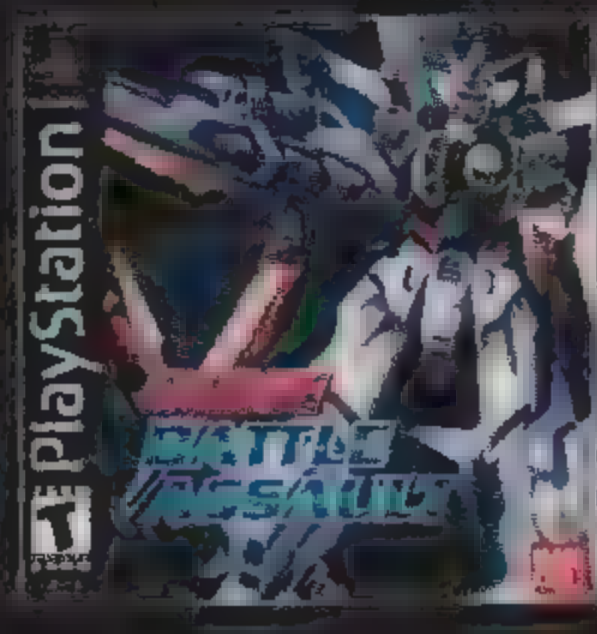
Pepperoni pizza stain
From all-night
tournament vs. Hydra

Gash got going
toe-to-toe
against Psycho

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB: USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME PLAY. NEW SCHOOL PAIN.



**GUNDAM
BATTLE
ASSAULT**



REVIEWS

The world's most accurate, in-depth game analysis

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32 ▶ **Onimusha: Warlords**

44 ▶ **SCOREBOARD**

ONIMUSHA: WARLORDS

Capcom's first horror
game for the PS2 lives up
to all our expectations
and more! **pg. 32**

Be sure to check out these top games!



36 ▶ **ATV Offroad Fury**



43 ▶ **Kengo: Master of Bushido**

OUR SCORING SYSTEM

- 10 ▶ **CLASSIC**
A rare gem; Our highest recommendation
- 9 ▶ **OUTSTANDING**
One of the better games this year
- 8 ▶ **VERY GOOD**
You can't go wrong **MUST-BUY**
- 7 ▶ **GOOD**
A solid game
- 6 ▶ **OKAY**
Kind of fun, but no big deal
- 5 ▶ **SO-SO**
You've got to love the subject matter
- 4 ▶ **LACKING** **WARNING**
Big flaws really hurt this game
- 3 ▶ **BAD**
Not fun at all
- 2 ▶ **AWFUL**
This game is an insult
- 1 ▶ **WHY?**
Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours play-testing each title to give you the best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.



PS2

TYPE

ACTION/ADVENTURE

PUBLISHER

CAPCOM

DEVELOPER

CAPCOM

OF PLAYERS

1

OF DISCS

1 DVD

ESRB RATING

MATURE

79

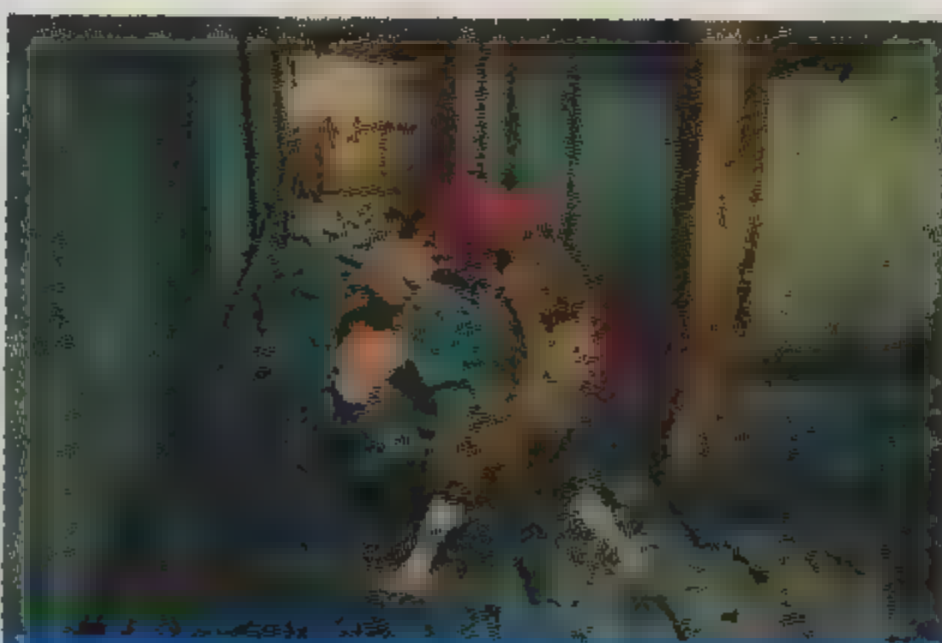
PSM
GAME
OF THE
MONTHONIMUSHA:
WARLORDS

▲ With bosses like this, you can expect a serious challenge in this game. You have to discover their weaknesses to win.

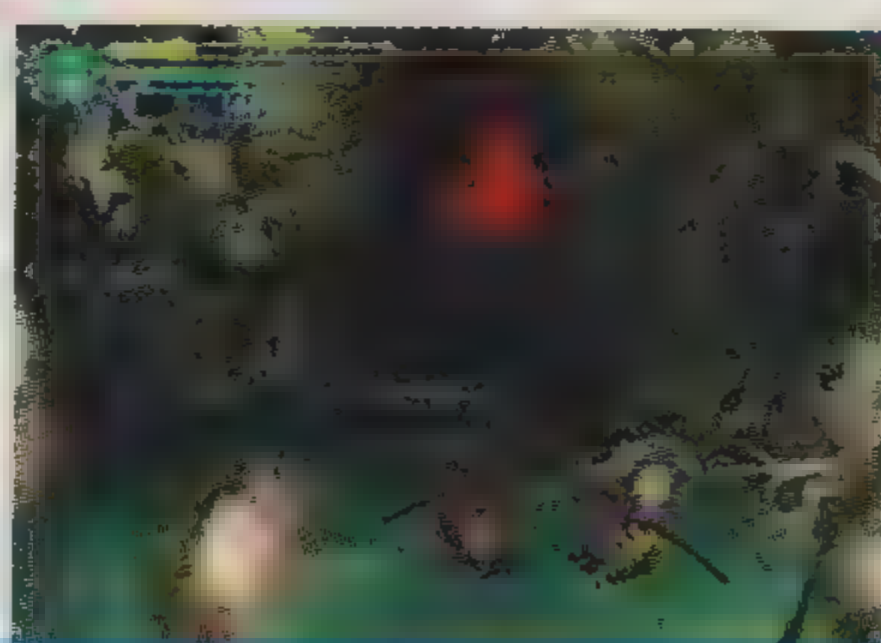
A wonderful start to a new Capcom franchise

The history of *Onimusha: Warlords* has been a long and complex one. Originally designed for the Nintendo 64, the game was then moved to the PlayStation. However, even that platform wouldn't be its final home. It would take a far more powerful console to realize the cinematic vision of the director, *Mega Man* creator Keiji Inafune. And that console would be the PlayStation 2.

As you've probably read in my past previews, *Onimusha* plays a bit like the *Resident Evil* games, but there's definitely more of a focus on action rather



▲ Kaede is so quick with her attack



▲ You'll have to face yourself in battle



▲ Colored orbs provide new weapons

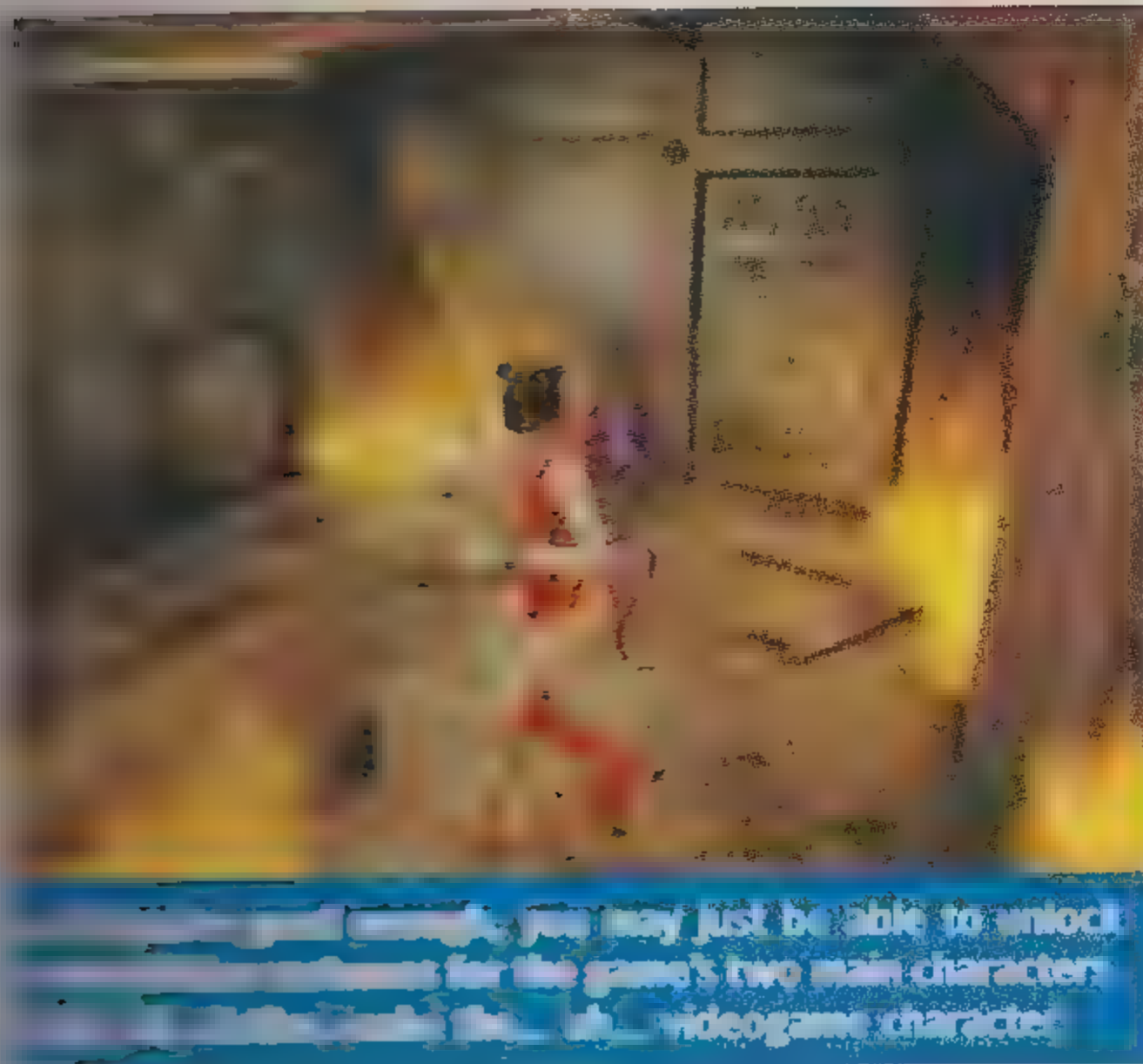
HOW IT STACKS UP

1	► Onimusha (PS2)	8 out of 10
2	► Tomb Raider: Chronicles (PS1)	7 out of 10
3	► Evergrace (PS2)	6 out of 10
4	► Dino Crisis 2 (PS1)	6 out of 10
5	► Blade (PS1)	4 out of 10

than suspense. Samanosuke controls exactly like a Claire Redfield or Leon Kennedy would, except for a few minor differences. He can block most attacks and can strafe around opponents rather quickly and easily. These two features alone make the combat in *Onimusha* that much more enjoyable. Other than that, though, our samurai moves and responds just like any *RE* hero would.

Speaking of combat, there's actually a reason to defeat opponents in this game. After you kill one, its

spiritual energy is released into the air and can be absorbed into your mystic glove. This, in turn, can be used to increase the power of your weapons and unlock magically sealed doors. So, in effect, you have to fight in order to progress in the game. This is a great way to handle combat because it gives the gamer a legitimate reason to improve their skills. The better you are at fighting, the more quickly you can reach new areas and the stronger you can make your weapons.



The backgrounds in this game are basically 2D, and you aren't able to have a moving camera system. That's not a problem, but there are times when you wish you could rotate the camera to get a better viewing angle. This is especially true when you're fighting multiple opponents. Blindspots are one of the problems in the *Resident Evil* series as well, so it's probably gotten used to it by now. But in *Onimusha*, it's not that big of a deal. I just mention it.

Despite the high production values of this game, I want gamers to know that they shouldn't go into *Onimusha* expecting a whole slew of next-generation innovations. There simply aren't that many. The game has played it safe, and stuck with the classic survival horror-style gameplay that's remained relatively unchanged since the release of the first *Resident Evil*. Fortunately, that doesn't hurt

WORTHLESS DEMONS
The enemies you face in *Onimusha* are... they tend to be a bit more ruthless than... They'll do everything they can to... feeling the princess



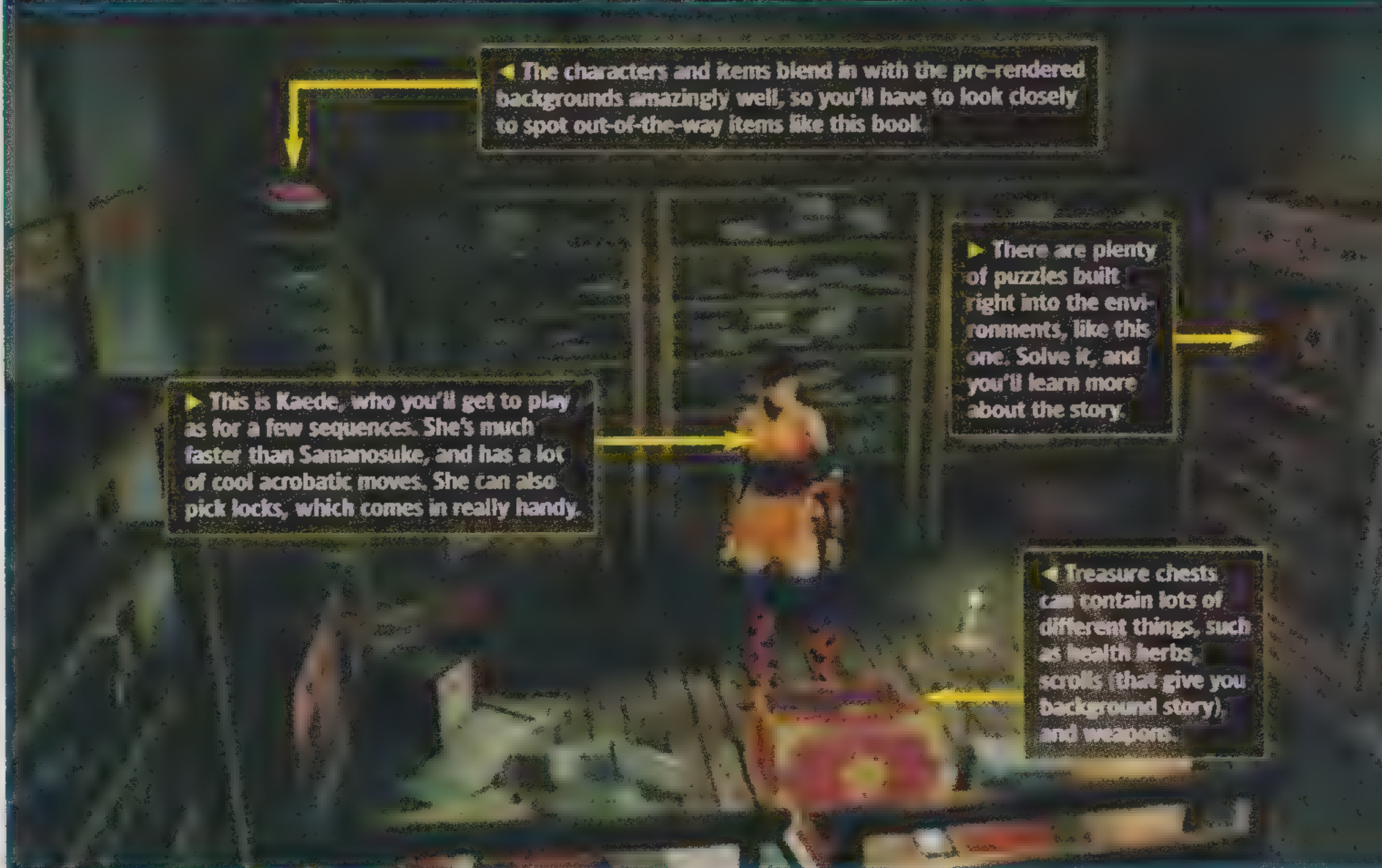
...and you may not live to regret it.



...problems in teaming up on you.

PSM BREAKDOWN

An up-close look at the game in action



◀ The characters and items blend in with the pre-rendered backgrounds amazingly well, so you'll have to look closely to spot out-of-the-way items like this book.

▶ This is Kaede, who you'll get to play as for a few sequences. She's much faster than Samanosuke, and has a lot of cool acrobatic moves. She can also pick locks, which comes in really handy.

▶ There are plenty of puzzles built right into the environments, like this one. Solve it, and you'll learn more about the story.

◀ Treasure chests can contain lots of different things, such as health herbs, scrolls (that give you background story), and weapons.

"Most people will be so amazed that they'll want to keep playing just to see what happens next"

Onimusha too much. That's probably because the quality of the graphics and sound are just so impressive. Most people will be so amazed that they'll want to keep playing just to see what happens next.

Not only that, but the game is such a blast to play. It's got the right balance of action and puzzles and

plenty of beautifully rendered story segments. In fact, I haven't enjoyed a Capcom game this much in a long, long time. This is definitely one adventure that all PS2 owners should take. I just hope that the sequel brings a bit more innovation to the table.

► Stephen Frost

PSM
FINAL SCORE

8/10

VERY GOOD

While lacking in innovation, *Onimusha* delivers a strong storyline, plenty of action and fantastic visuals.



PSM
MULTIMEDIA

▶ These mirrors are very important because they not only let you save your game, they also allow you to increase the attack level of your weapon. Neglect to do either thing and your game will be over sooner than later.



PS2

TYPE

BASKETBALL

PUBLISHER

EA SPORTS

DEVELOPER

EA CANADA

OF PLAYERS

1-8

OF DISCS

1 CD

ESRB RATING

EVERYONE

NBA LIVE 2001

EA Sports has gotten off to a fantastic start on PS2 with great showings already in football, soccer, and hockey with *Madden*, *FIFA* and *NHL*. And it looks like the company's excellent run of rock-solid games on Sony's new system continues with the latest release in its highly successful hoops series, *NBA Live 2001*.

The game brings to the court stellar character animation, realistic ball physics, life-like player models, and animated crowds. However, as good as the animation can be at times, there still needs to be some major improvements made to the moves, as there's a lot of jerky and unrealistic transitional animations.

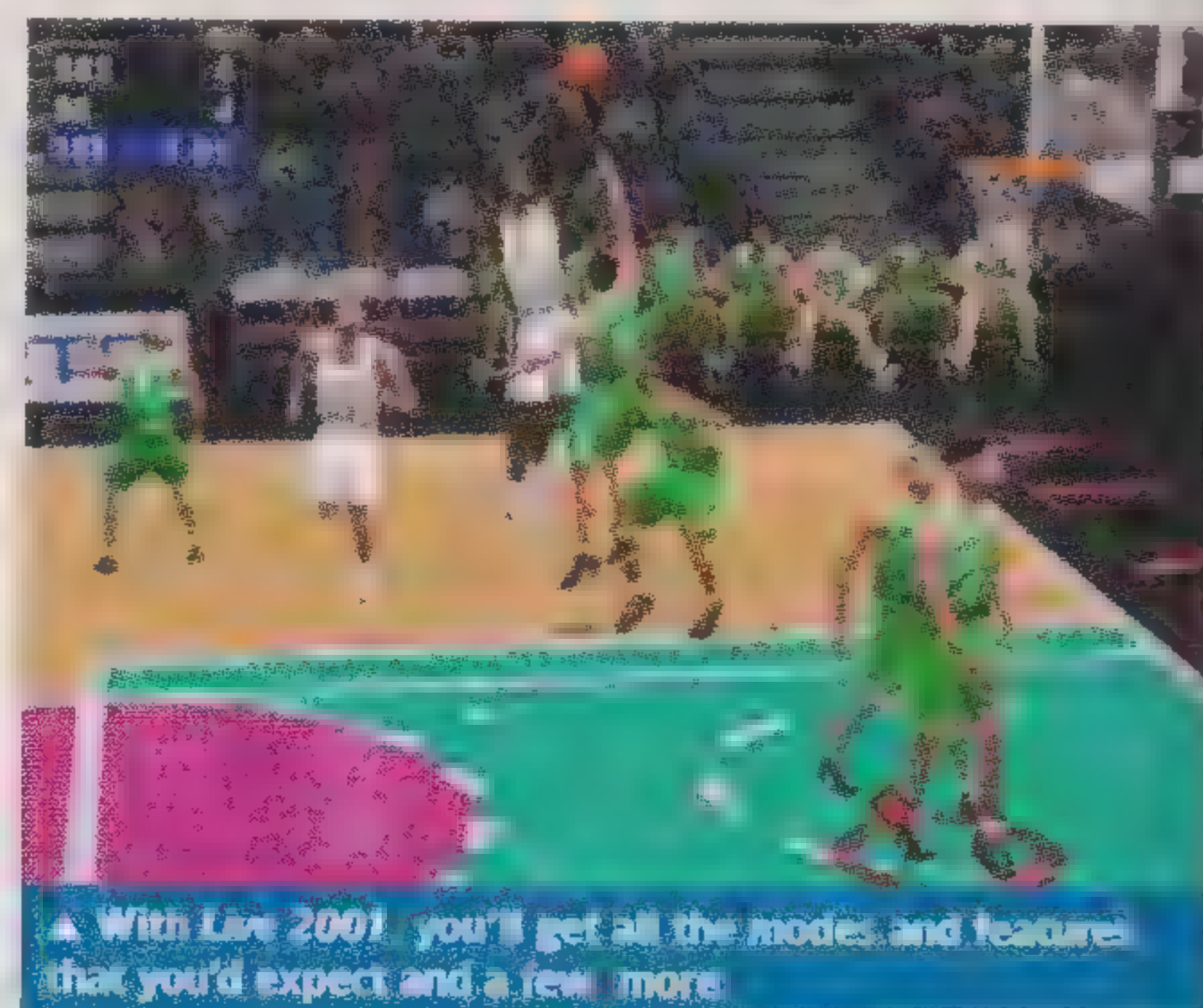
Beyond the visuals, *Live 2001* contains just about all of the features that one would expect, with a season, exhibition and playoff mode and full statistical tracking, roster management and create-a-player abilities. On the downside, the game lacks the NBA Challenges that were

featured in the PlayStation *Live* and it doesn't even have a franchise mode.

What's more, the developers have failed to take care of some of the AI problems that seem to plague just about all basketball videogames. Computer-controlled teammates do a horrible job of boxing out, resulting in an unrealistically high number of offensive boards for the CPU. They also don't move intelligently without the ball. Nonetheless, the control of the players is both tight and responsive.

NBA Live 2001 is possibly the best game of videogame hoops that you can find. It's just far from perfect.

► David Zdyrko



▲ With *Live 2001*, you'll get all the modes and features that you'd expect and a few more.

PSM
FINAL SCORE **7/10**

GOOD

While this is a good, but not great, effort from EA (there are a few major AI problems on both offense and defense), it's easily the best hoops game on the PlayStation 2.

PS2

TYPE

BASKETBALL

PUBLISHER

SONY CEA

DEVELOPER

989 SPORTS

OF PLAYERS

1-8

OF DISCS

1 CD

ESRB RATING

EVERYONE

NCAA FINAL FOUR 2001

The biggest thing going for *NCAA Final Four 2001* is that it's the only next generation college basketball game that you'll find anywhere. However, this definitely isn't the only thing that the title has in its corner. For instance, the visuals, while not spectacular, are definitely befitting of a system as powerful as the PS2.

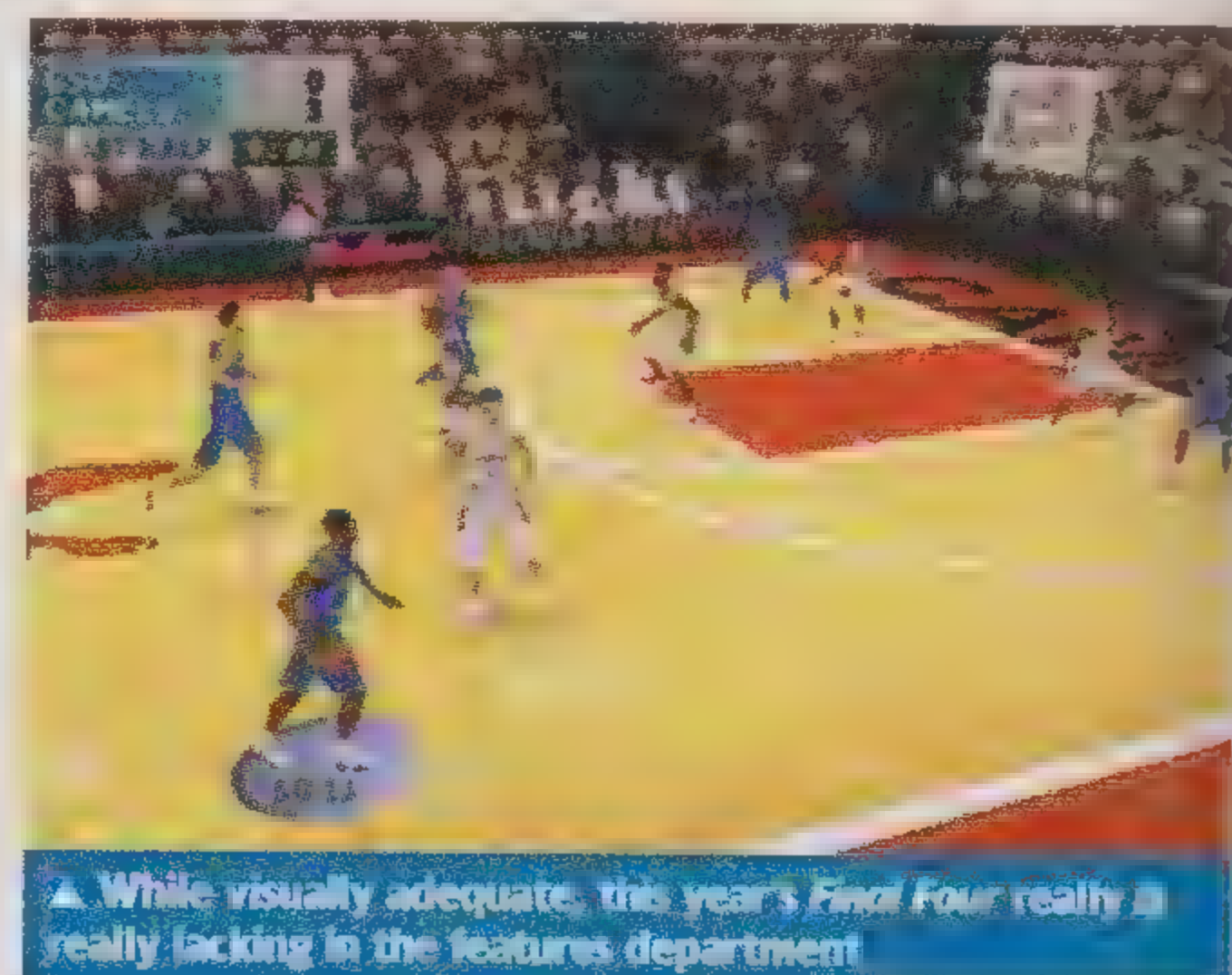
The game runs at a speedy 60 fps, there are plenty of motion-captured moves and the player models and backgrounds are both highly detailed. It also features fully polygonal spectators in the first row of the crowd, and cheerleaders that are both 3D and fully animated.

The problem is that there haven't really been any significant strides made in the gameplay department. The game has the minimum number of features that you'd expect in a college hoops title, as it's lacking any kind of a dynasty or career mode.

It also has some serious shortcomings in the area of computer AI. On the lower difficulty levels, it's way too easy to steal, and when you crank up the level of challenge, any failed steal attempt will generally result in an easy dunk by the computer. There's also an overabundance of blocked shots by both the player and the computer.

Final Four does have solid player control and the game can be reasonably enjoyable if it's not taken too seriously. Just don't pick it up and expect a very realistic simulation of the sport of basketball, because it's not.

► David Zdyrko



▲ While visually adequate, this year's *Final Four* really is really lacking in the features department.

PSM
FINAL SCORE **5/10**

SO-SO

Despite its share of problems, *Final Four* is still the only place for college basketball fans on PS2, even though the game isn't a very realistic simulation of the sport of basketball.

PS2

TYPE

SIMULATION

PUBLISHER

EA

DEVELOPER

BULLFROG

OF PLAYERS

1

OF DISCS

1 CD

ESRB RATING

EVERYONE

THEME PARK ROLLER COASTER

With the power of the PS2, the beleaguered *Theme Park* series can finally be done justice on a console. While the PSOne incarnations of both the original *Theme Park* and its sequel, *Sim Theme Park*, fell flat due to the 32-bit machine's complete inability to handle the massive number crunching involved, *Theme Park Roller Coaster* is even better than its PC counterpart, sporting less slowdown and more features.

Roller Coaster is actually the same game as *Sim Theme Park*, but with a new control scheme, a few new features and updates to the graphics and the sound. The new features are mainly cosmetic, but there is the incredibly cool ability to actually play the sideshow games, including betting on dinosaur races and venting some anger on Whack-a-Mole.

The main appeal here, however, is not what's new, but what's stayed the same. The whole point of the game is still

to build the coolest theme parks around, in four distinct themes. There's a ton of customization available; you can design your own roller coasters, create your own pricing structures, decide how possible it is to even win those cheesy sideshow games and even make the decisions about how much salt goes on the fries.

Roller Coaster is the cream of the *Theme Park* crop, with fun whimsical design, easily controlled cameras and the ability to walk around your park in first person. There's no story per se here, nor is there any ultimate goal, but for anyone looking for addictive fun, there's not much better.

► Daniel Erickson



▲ Halloween World is the coolest of the four themes. The vomiting kid is actually a fountain.

PSM
FINAL SCORE **8/10**

VERY GOOD

Roller Coaster is a breath of fresh air. Its open-ended gameplay may turn off more action-oriented gamers.

PSM
MUST-BUY

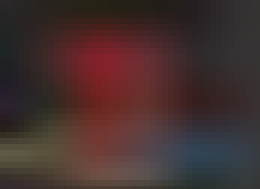
リングオブレッド

RING of RED™

Other games recreate a battle.

This one recreates history.

During WWII, Cold War tensions have peaked. The Soviets and Allies have invaded Japan and war has broken out. As leader of the Allies, you command squadrons of troops and giant mechs through intense 3D battles in a real-time battle-action system. Enter the Ring of Red, and your part goes to Victory, and change the face of history.



PlayStation 2



Animated Blood
Animated Violence





ATV OFFROAD FURY

Sony's first quality PS2 game!

Initially, I had serious reservations about an ATV racer, since the concept seemed doubtful and many of Sony's first-party products have been lackluster, to say the least. However, I'm glad to report that *ATV Offroad Fury* is actually a blast to play.

The major reason for this is *ATV*'s overall playability and variety. Sony has realized, at least in this case, that realism doesn't take precedence over gameplay. This means that controlling your four-wheeler presents absolutely no problems; executing tricks is simple, and the interface is intuitive. In addition, all of the high-flying jumps are exciting to witness and perform.

The amount of gameplay variety that *ATV* offers is

another of the game's facets that will surely attract attention. Players can begin the game in Training to accustom themselves to the interface. Then you'll be able to play in one of five different types of games, including Freestyle Competition (a mode where you must perform tricks), Cross Country Enduro (a free-roaming race), and Pro-Career (a career mode that lets you race on every track and build up your stats).

HOW IT STACKS UP

1	► SSX	10 out of 10
2	► ATV Offroad Fury	8 out of 10
3	► Midnight Club	8 out of 10
4	► Ridge Racer V	7 out of 10
5	► Smuggler's Run	6 out of 10

With four-player capabilities, *ATV* incorporates all the essential elements for a quality racing title.

Despite *ATV*'s superb design and enjoyable gameplay, I do have a few gripes. First, the enemy AI can be quite cheap. In almost every race, all of your opponents manage to stay relatively close together, which means that if you wreck or improperly perform a jump, you could move from first to fifth in a matter of seconds. Furthermore, since much of the game requires a lot of jumping, opponents will often land on you, which unfairly causes you to wreck and allows your opponent to continue forward.

The music is also an extremely sore spot for *ATV*. Although it's not bad (it's actually music from popular rock bands), it just feels inappropriate, and doesn't match the gameplay.

Nevertheless, *ATV*'s faults don't ruin the overall experience. If you've been looking for something to hold you over until *GT3*, look no further.

► Tokyo



"With four-player capabilities, *ATV* incorporates all the essential elements for a quality racing title"



PSM
FINAL SCORE **8/10**

VERY GOOD

With its simple, intuitive controls, multiple environments, and diverse play modes, *ATV* is one hot game.

PSM
BEST BUY

▲ Performing huge jumps and landing safely is an integral part of the game. These things can really fly!

PUBLISHER

AGETEC

DEVELOPER

FROM SOFTWARE

OF PLAYERS

1-4

OF DISCS

1 CD

ESRB RATING

EVERYONE

ADVENTURES OF COOKIE & CREAM

Is it a platformer? Is it a party game? *The Adventures of Cookie & Cream* is one of those games that defies description, but thankfully that's what makes it so fun. The game is extremely creative — and, most importantly, it's a lot of fun.

From a *Crash Bandicoot*-style perspective (in terms of environments and textures recall the classic Dog platformer), this game gets big points for featuring not one, but two starring characters. The two characters work together in order to clear levels. The game is controlled simultaneously (via a split-screen mode) and introduces one big problem if you're playing with a friend: It can be incredibly difficult.

The game is based around clearing each level in a set time. This gets especially tricky for lone players. If a character stands around too long, it's possible to lose enemies and robbed of precious time.

This, combined with the falling that results from complex jumping and the extra time it takes to figure out who needs to do what on which side of the screen can be too much for both brain hemispheres to effectively process.

Thankfully, these problems disappear when two players combine their efforts and the game becomes a lot of fun. It's still quite simple when compared to other platformers, such as *Rayman Revolution*, and there's a little repetitiveness to the levels, but the puzzles are always surprisingly fresh and the concept can't be beat. Throw in a four-player battle mode and you've got a cool little party game to boot.

► Randy Nelson



▲ The game's cartoon-style graphics are very colorful and its levels boast lots of animation.

PSM
FINAL SCORE

7/10

GOOD

This is one of the most creative games we've played in a long time. It's not a great one-player experience, but for two or four players, it's a complete blast.

PUBLISHER

3DO

DEVELOPER

ZED TWO

OF PLAYERS

1-2

OF DISCS

1 CD

ESRB RATING

EVERYONE

AQUA AQUA

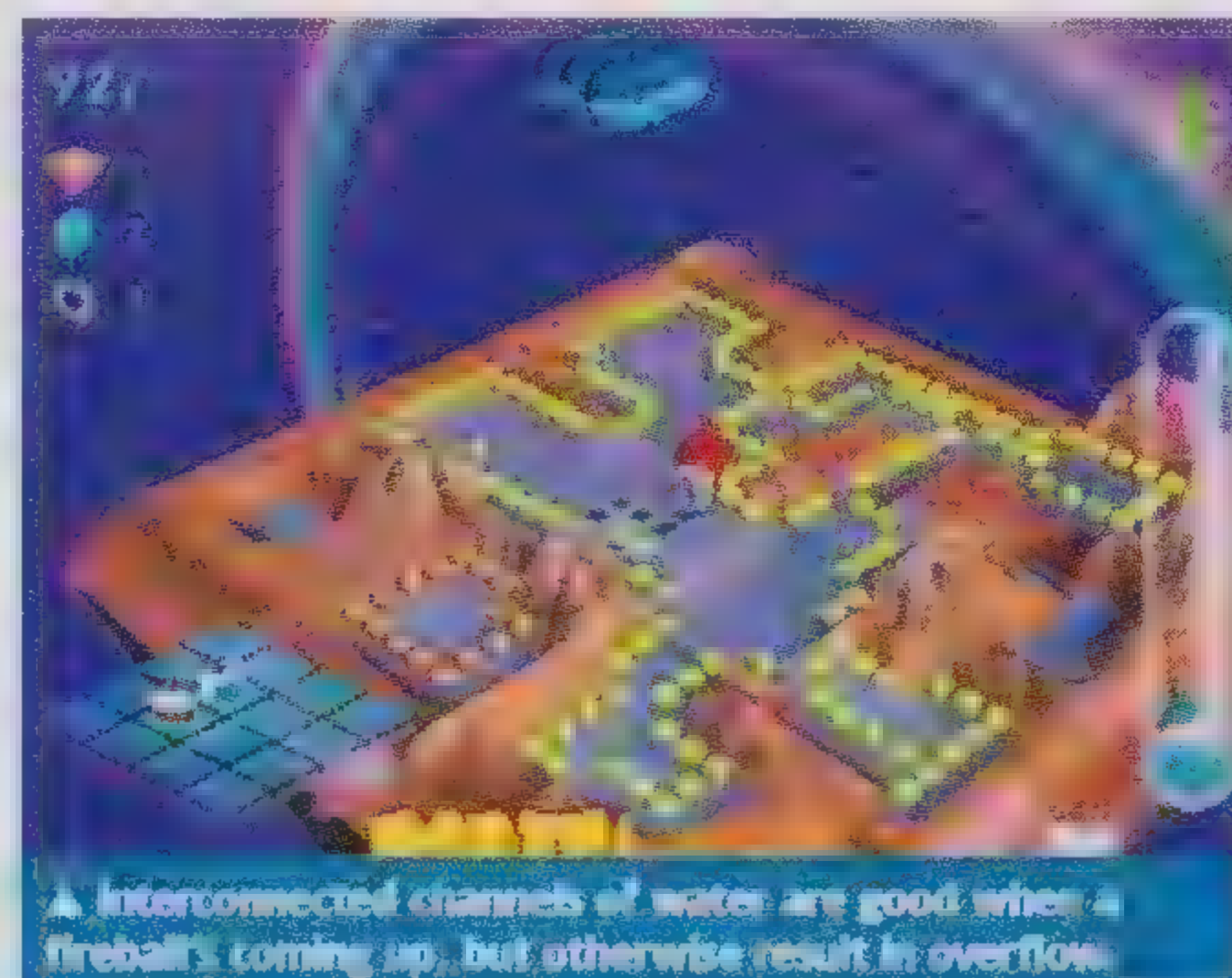
Like you puzzle fans need to get wet. The 1998's 1998 puzzle game *Wetrix*, *Aqua Aqua* is PS2's third puzzle game. It has all of the elements that make addictive puzzlers classic, partly because it's a game that's been around for so long, and partly because it's a game that's been around for so long.

The game's elements and the falling shapes are direct from the classic. However, the core concept — placing shapes on a plane to form ridges that hold water — is a new twist. The game features a selection of pieces to manage and a variety of elements to watch over make *Aqua Aqua* a game that's been around for so long. Gamers control Upper (formative) and Lower (destructive) pieces, masses of water, fireballs, and bombs that puncture the plane. The game is a game that's been around for so long, and it's a game that's been around for so long.

meteor showers, ice cubes and torrential rain.

Aqua Aqua doesn't exactly scream 128-bit graphics, and you don't truly get a sense of depth (the z-axis). In fact, the elevated viewpoint and very touchy control make it difficult to execute precise placement of shapes behind foregrounded masses, even though grid lines trace the falling trajectory. A fully rotating camera would have been very useful. Still, a helpful, obligatory tutorial, split-screen two-player versus, and quick puzzle modes should repeatedly feed puzzle players' addictions.

► Tommy Layton



▲ Interconnected channels of water are good when a fireball's coming up, but otherwise result in overflow.

PSM
FINAL SCORE

7/10

GOOD

A fascinating core concept and fast-paced, 3D polygonal puzzle gameplay ensure fun and replayability. However, the advanced strategy may put off non-puzzle gamers.

PUBLISHER

UBI SOFT

DEVELOPER

UBI SOFT

OF PLAYERS

1

OF DISCS

1 CD

ESRB RATING

EVERYONE

DONALD DUCK: GOIN' QUACKERS

Coming from *Crash Bandicoot* and other classic platform games, *Donald Duck: Goin' Quackers* is a game that's been around for so long. It's a game that's been around for so long, and it's a game that's been around for so long. The game is a game that's been around for so long, and it's a game that's been around for so long.

The game might be the ultimate goal, but like most classic platform games, the plot doesn't matter whatsoever. If the game was a game that's been around for so long, and it's a game that's been around for so long. The game is a game that's been around for so long, and it's a game that's been around for so long.

homicidal behavior either.

Graphically, *Goin' Quackers* is pretty, but not exceptional. The levels in *Duckburg* are by far the gems, with softly curving architecture reminiscent of Toontown from *Who Framed Roger Rabbit*. Donald's character animation, however, is amazingly detailed and expressive, recreating the cartoon original in beautiful 3D. The gameplay is perfectly predictable side to side or straight up running, jumping, butt-bouncing and icon collecting, but it's done really well. For the average gamer, *Goin' Quackers* is just a rental, but for a younger gamers, this is the perfect thing.

► Dan Erickson



▲ This shot was taken seconds after yet another but related homicide had been committed by Donald Duck.

PSM
FINAL SCORE

6/10

OKAY

Anyone who's played through the *Crash Bandicoot* games knows just what to expect, but the classic gameplay, easy learning curve and cartoony graphics are great for the younger set.

PS2

TYPE

ACTION

PUBLISHER

SQUARE EA

DEVELOPER

SQUARE

OF PLAYERS

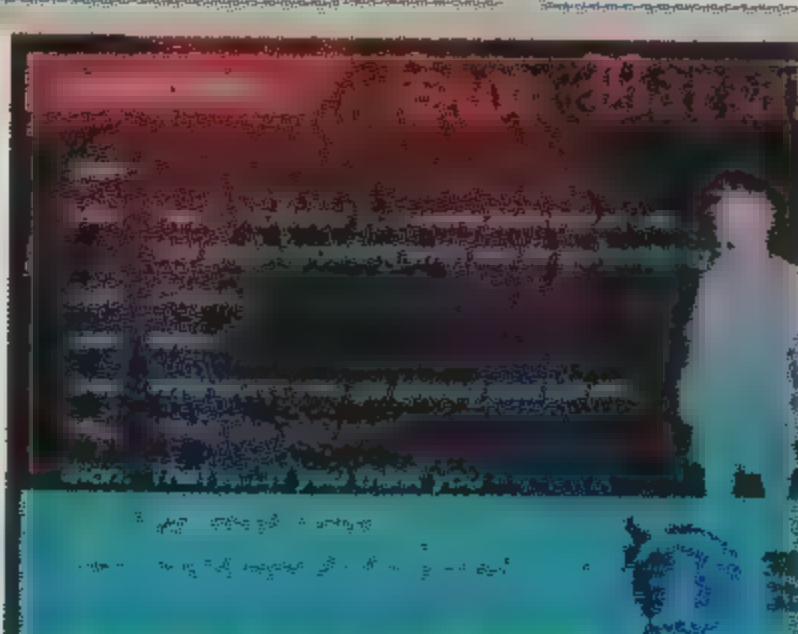
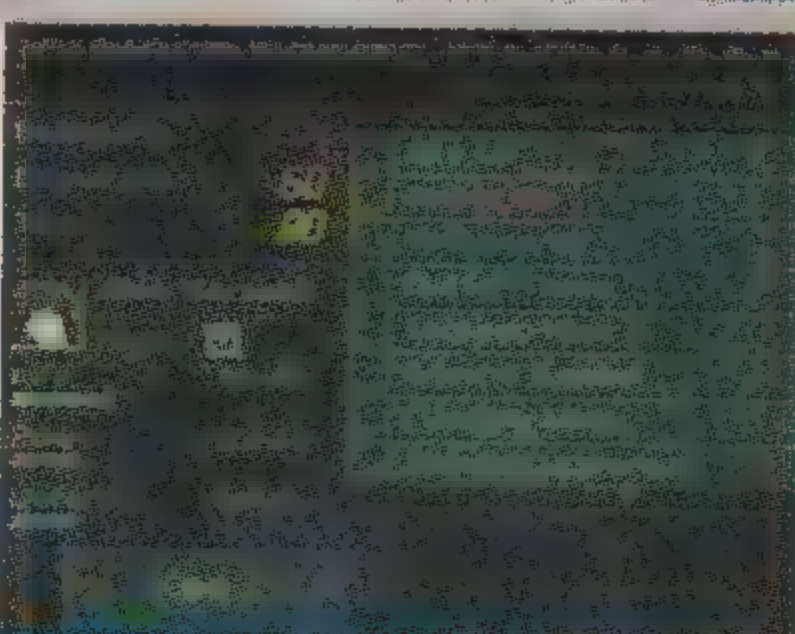
1-4

OF DISCS

1 DVD

ESRB RATING

T



▲ Depending on the character you choose, the story segments and characters will alter, but only slightly. You can imagine how big a disappointment this was to us.

THE BOUNCER

Great graphics with disappointing gameplay

Nobody can contest Square's ability to make a quality RPG, or a beautiful game. However, Square has yet to release an RPG for PS2, and the other batch of titles — a wrestling game, *Gekikukan Baseball*, and *Driving Emotion* — have impressed us, but only as far as graphics are concerned. Unfortunately, *The Bouncer*

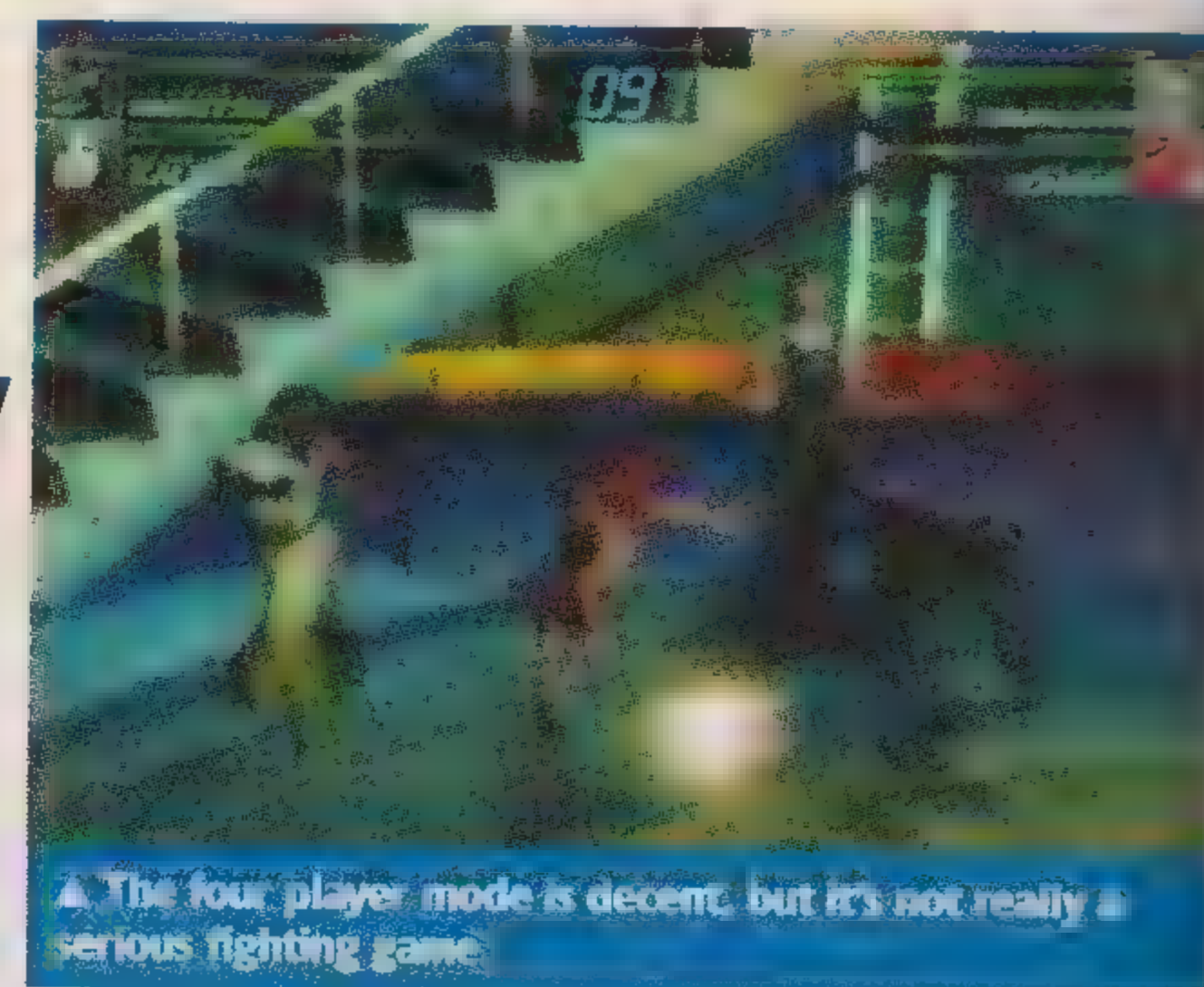
continues this downward trend of games with breath-taking graphics and disappointing gameplay.

And, indeed, the gameplay is *The Bouncer's* biggest fault. In Story mode, although you'll have access to three characters with completely different fighting styles, the combat almost always degrades into methodical button mashing. I attribute this weakness to poor, and often times cheap, enemy AI and the lack of background interaction. In fact, without background interaction, or even weapons like bats and knives, the gameplay is more limited than *Brawlers* from decades ago, such as *Double Dragon*, *Final Fight*, and *Streets of Rage*. Each of these classics included these two features, even if only to a somewhat limited degree.

HOW IT STACKS UP

1	▶ Gekido	7 out of 10
2	▶ Fighting Force	7 out of 10
3	▶ Dragon Valor 7	7 out of 10
4	▶ Fighting Force 2	5 out of 10
5	▶ The Bouncer	4 out of 10

"The Bouncer continues this downward trend of games with breath-taking graphics and disappointing gameplay"



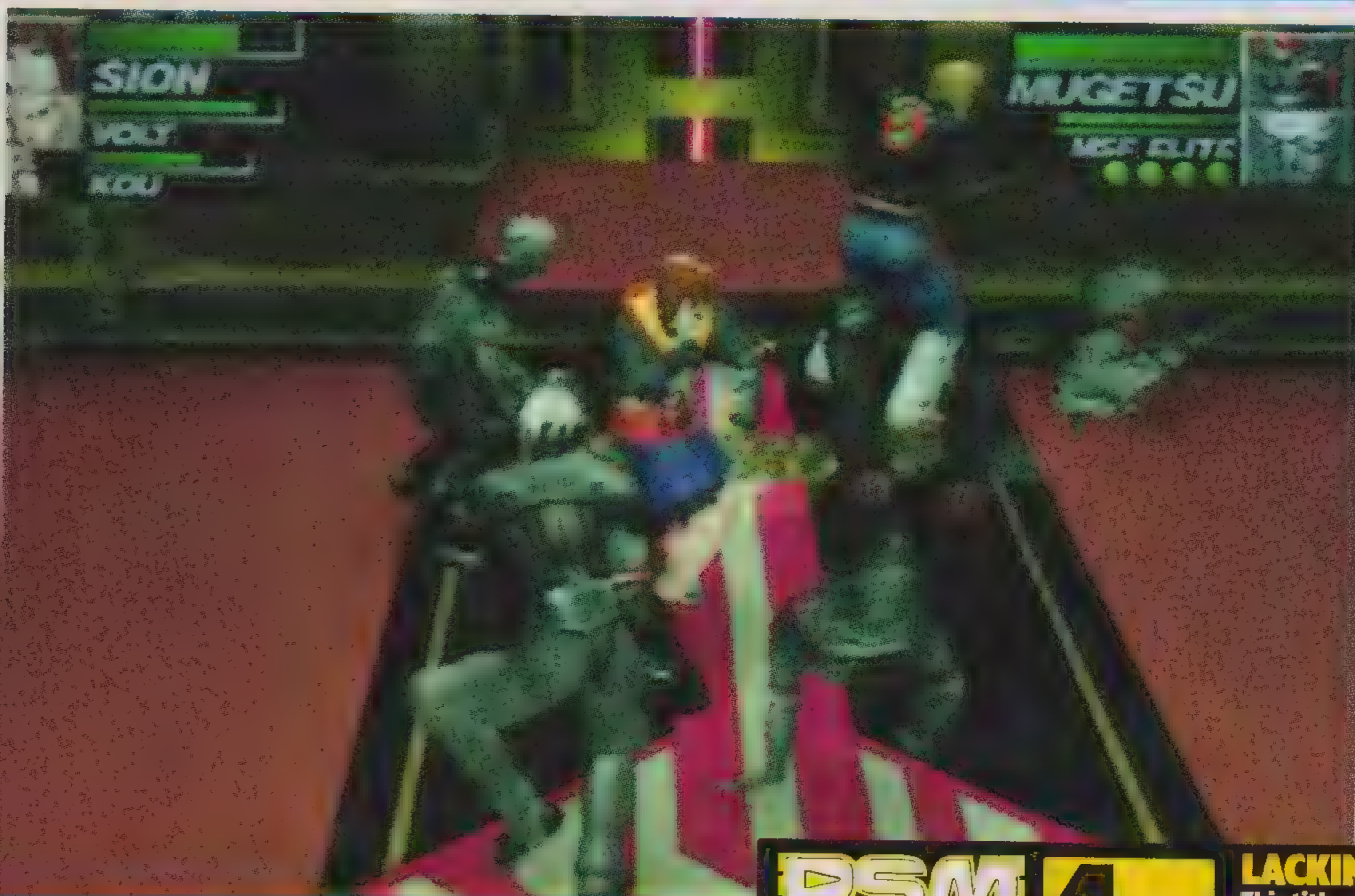
▲ The four player mode is decent, but it's not really a serious fighting game.

The gameplay's depth rises to even shallower levels with *The Bouncer's* short length. Any game that takes a hour and thirty minutes to finish (especially one with about a hour of CG) is inexcusable, to say the very least. However, depending on whether you actually enjoy the game, this may come as relief. Nevertheless, such a minimal amount of gameplay elicits the impression that the focus was placed on the graphics and elaborate CG sequences, while the gameplay came as an afterthought.

The only redeeming element of *The Bouncer* besides the stunning graphics, is the character design. We agree that the three main characters — Volt, Sion, and Kou — are extremely captivating. These are perhaps the most detailed characters ever seen in a videogame; they surpass the detail of even *MGS 2* characters!

The Bouncer's production value can't compensate for the flawed gameplay. If you've been waiting to purchase this game, you may want to reconsider.

► Tokyo



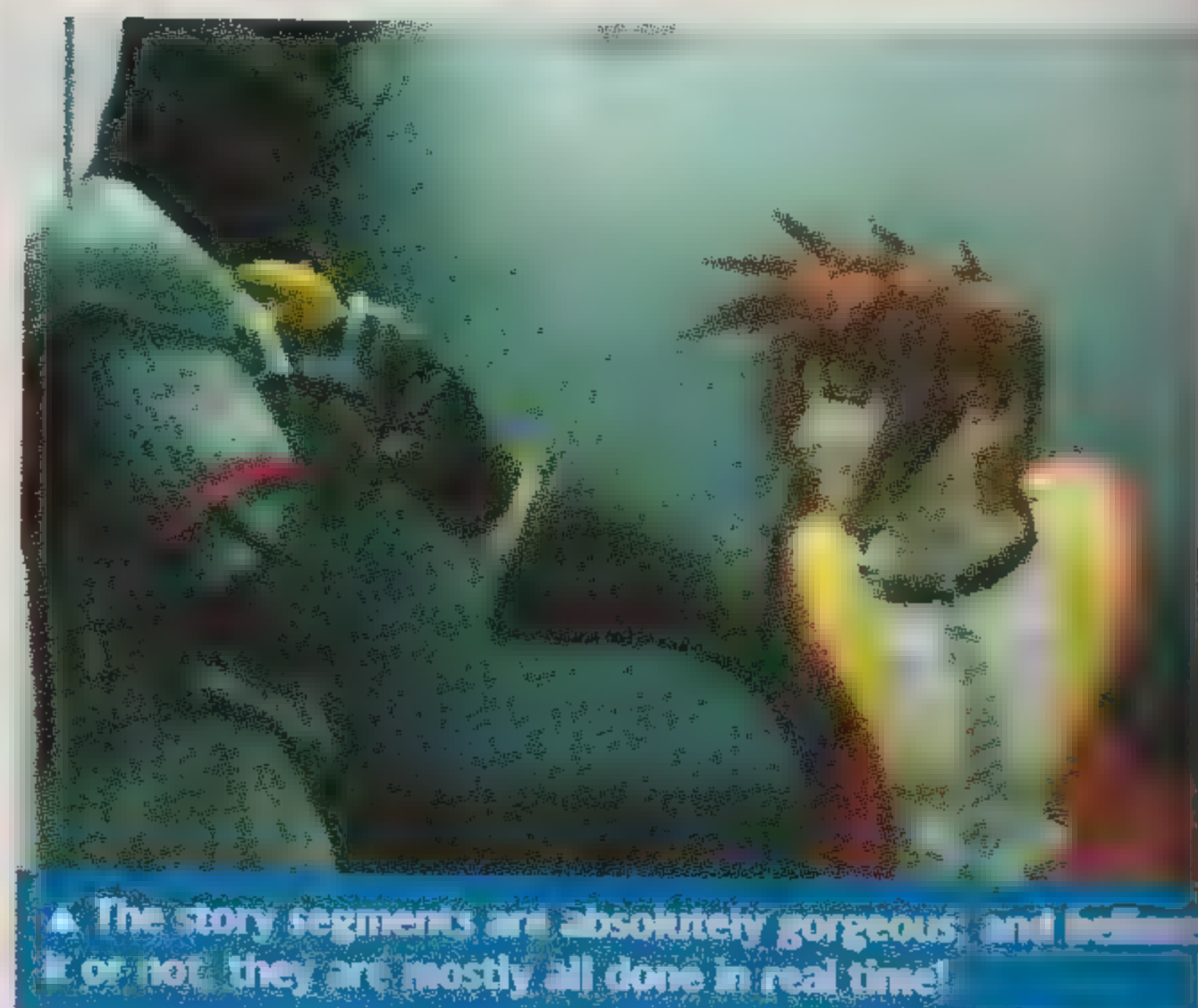
▲ Getting surrounded can be a real cheap shot, since you can get hit from behind, even if you try to block the attack.

PSM
FINAL SCORE

4/10

LACKING

This title was the first big disappointment of the year for us. It's a great-looking game with interesting character designs, but without decent gameplay, we just can't recommend this.



▲ The story segments are absolutely gorgeous, and believe it or not, they are mostly all done in real time!



RED FACTION

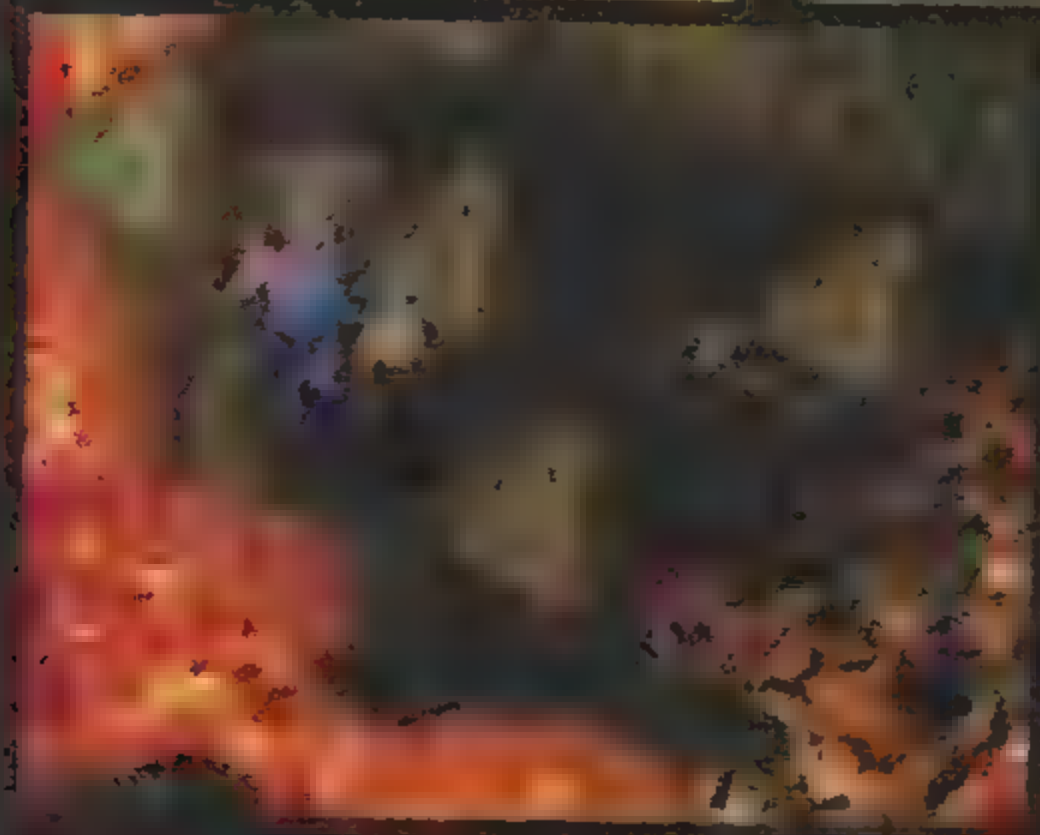
www.redfaction.com





'VISUALLY BREATH-TAKING!

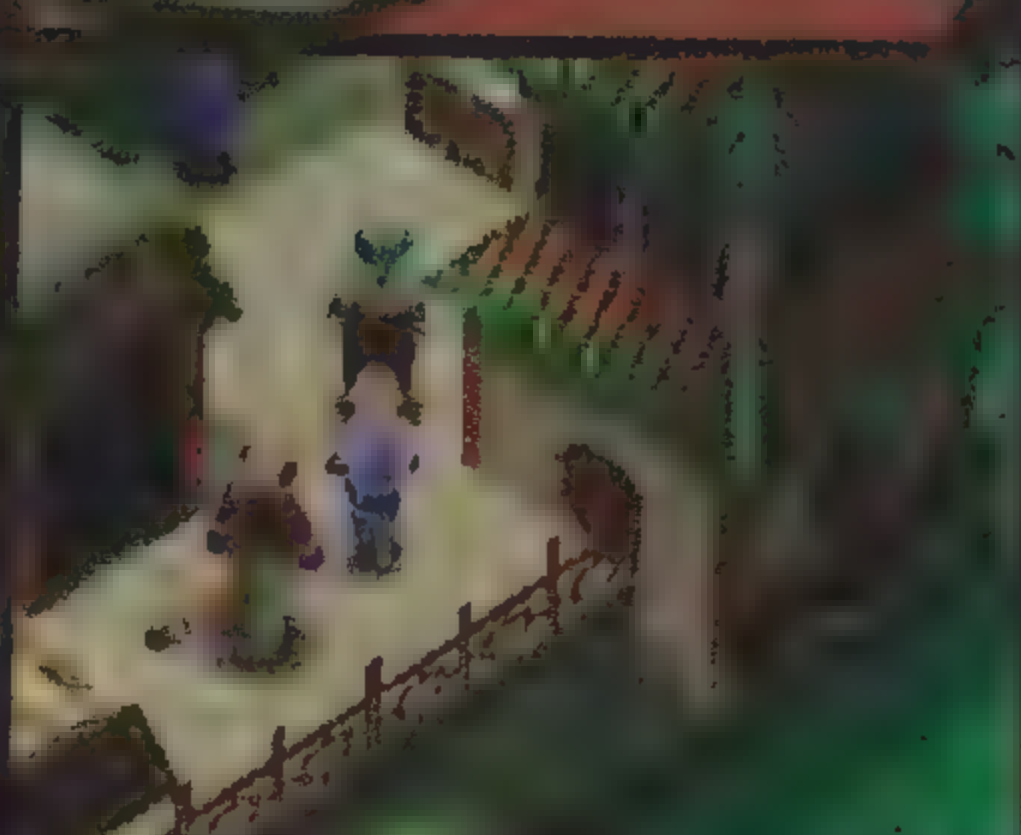
Game Pro Magazine



Visually, the game impresses graphics-wise with its anime-style characters and settings.



Two epic intertwining storylines follow the fate of Kyo and Fay, two young RPG adventurers.



Choose your allies well. With experience and master the skills needed to survive in this epic 3D world.



Release the dragon within. More than 100 spells to learn and master.

TWO WARRING NATIONS...

A MISSING PRINCESS...

AN EPIC QUEST FOR PEACE.

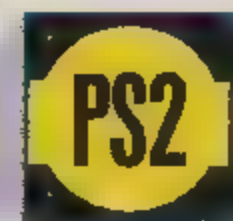
BREATH OF FIRE IV

After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.



CAPCOM
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 TYPE
RACING

 PUBLISHER
EA SPORTS

 DEVELOPER
EA SPORTS

 # OF PLAYERS
1-2

 # OF DISCS
1 CD

 ESRB RATING
EVERYONE

F1 CHAMPIONSHIP SEASON 2000

Another volley has been fired in EA Sports' massive PS2 launch game assault, this time in the form of the system's first Formula One racing simulation. Delivering all of the teams, drivers, and courses of the 2000 F1 season, it marks another solid effort from the company that brought us the ultimate videogame sports simulation: *Madden NFL 2001* on PS2.

Right off the bat, the handling is great — and not anywhere near as unforgiving as a good chunk of other F1 simulations. There are also a variety of control options, such as brake assist toggles and realism settings, making the game accessible to arcade fans and simulation nuts alike. The only major gameplay disappointment is that some of the cool modes found in the PSone version (such as the great training and 2000 season scenario modes) are missing. It's still a good game without them, but if they were in the PSone release, why not include them in this one?

Visually, this racer is definitely above average — although it certainly won't knock your socks off. Each course has been meticulously recreated, lots of broadcast-style angles and effects are employed, and the sense of speed is really good (even though the game mostly runs in the 30 frames-per-second range). On the downside, the game has an unusually cartoon-like look, mostly due to the rather simplistic nature of its textures.

If you're an F1 buff, you'll have a lot of fun with this game. General racing fans will probably enjoy it too, but you have to have a taste for the sport to get the most out of it.

► Randy Nelson



EA has crafted a fast, fun F1 sim — just don't expect it to be as deep, or as realistic, as it could have been.

PSM
FINAL SCORE **7/10**

GOOD

A solid, good-playing take on the popular F1 motor sport that just comes up a little short of true greatness in a few key areas, the most noticeable of which are the cartoony graphics.


 TYPE
FIGHTING

 PUBLISHER
ELECTRONIC ARTS

 DEVELOPER
BLACK OPS

 # OF PLAYERS
1-2

 # OF DISCS
1 CD

 ESRB RATING
TEEN

KNOCKOUT KINGS 2001

There's been a virtual flood of boxing games coursing through the PSM offices in the last few months and Electronic Arts' *Knockout Kings 2001* is the latest to inundate us with the "sweet science". While the game itself is interesting and more than just a bit of fun to play, I can't really think of it as a boxing sim, but more of a fighting game.

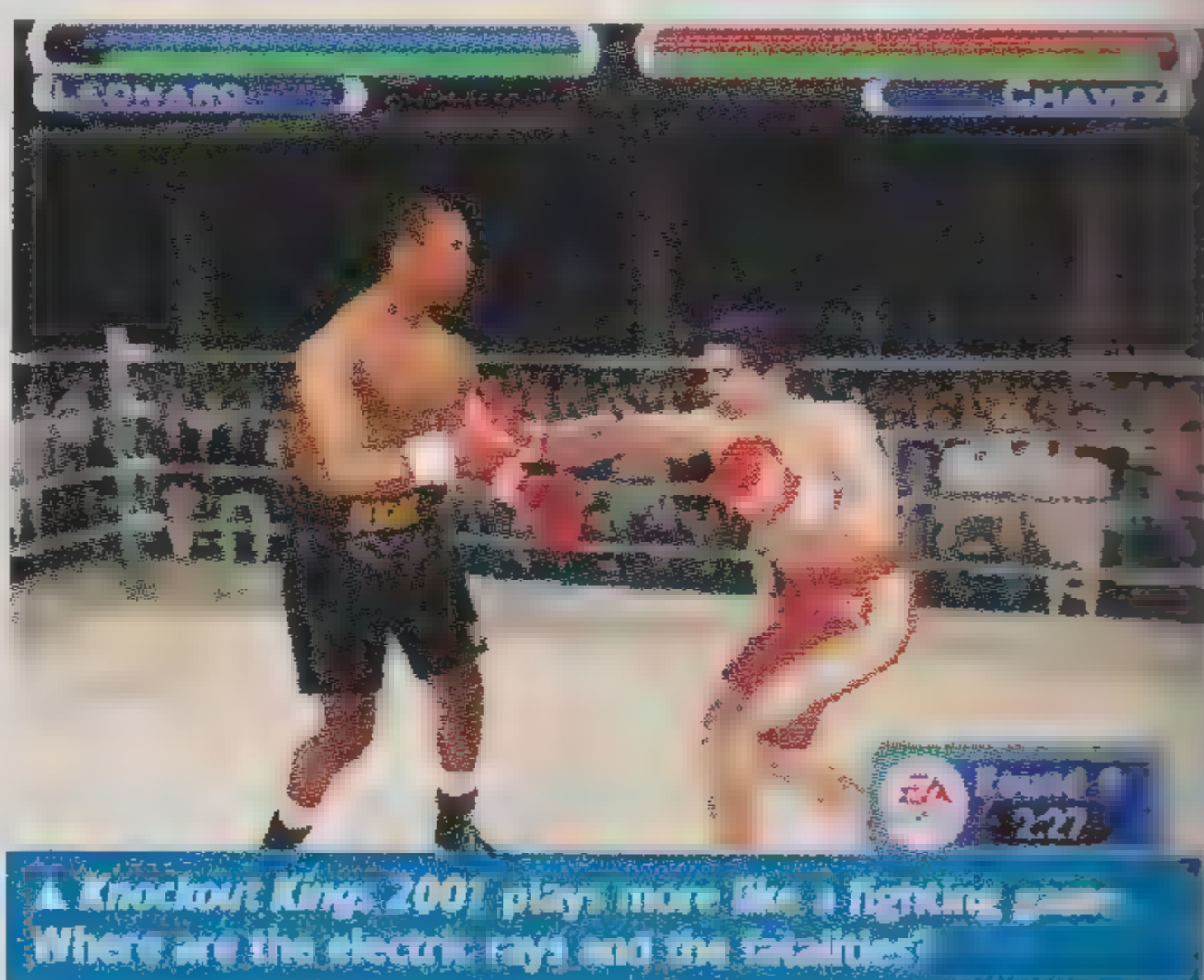
To begin, the main focus of the gameplay is out and out button mashing. It's not only easier to win a fight if you push lots of buttons, but the training mode is mostly concerned with teaching you which combos you should use, and there are a lot of them. This is in direct opposition to *Mike Tyson Boxing*, where the controls are very intuitive and memorization is kept to a minimum.

The camera angle is a little bit difficult to work with as well, since with a side-on view covering most of the action,

it's hard to tell when your opponent is bobbing right or left. This often results in your best haymaker punch swishing through the air, even though there was little indication that your opponent had moved.

This isn't to say that the game isn't fun, however. Once you understand the basics of blocking and learn how to go to the body and the head, things begin to get interesting. With a huge list of famous boxers, past and present, to play as and a really nicely done Create A Fighter Mode, *Knockout Kings 2001* offers plenty of bone-bruising fun!

► Bill Donohue



Knockout Kings 2001 plays more like a fighting game than a boxing sim. Where are the electric rays and the fatalities?

PSM
FINAL SCORE **7/10**

GOOD

This is an interesting game that plays more like a fighting game than a boxing sim. The training mode emphasizes learning both combos like *Tekken Tag Tournament*. It is fun, though.


 TYPE
ACTION

 PUBLISHER
3DO

 DEVELOPER
3DO

 # OF PLAYERS
1-4

 # OF DISCS
1 DVD

 ESRB RATING
TEEN

WDL THUNDER TANKS

The idea is sound: create a multi-player game featuring tanks, tons of weapons, and extreme destruction. Mix this formula together with a little personality, and you would expect to see a winner. Ultimately, however, *WDL* suffers from poor execution.

One pertinent factor that hinders gameplay is the arena design. Although 3DO altered a variety of famous cities from all over the world into battlefields, many of these battlefields lack enough distinction from each other, making the fighting a bit repetitive after a while.

Perhaps the onset of boredom would have come later, if the controls weren't as jittery. Learning to move your tank's base and turret simultaneously, and accurately aiming your special weapons will take time. The lack of a strafing ability for every tank imbalances the game, allotting too much power to tanks with this capability.

Although we usually refrain from mentioning a game's

appearance, I must mention it here. After I loaded up a game, I quickly removed it to confirm that it was actually the PS2 game, and not the PS1 version. Seriously, the PS2 *WDL* could be mistaken for a PS1 game with the texture smoothing activated.

The only redeeming aspect to *WDL* is its simple idea and interface. Anyone can quickly begin playing with little confusion. Therefore, it makes for a mediocre party game that even non-gamers might find enjoyable, even if only for a short while. However, if you play games avidly, or even regularly, try to stay away from this one.

► Tokoya

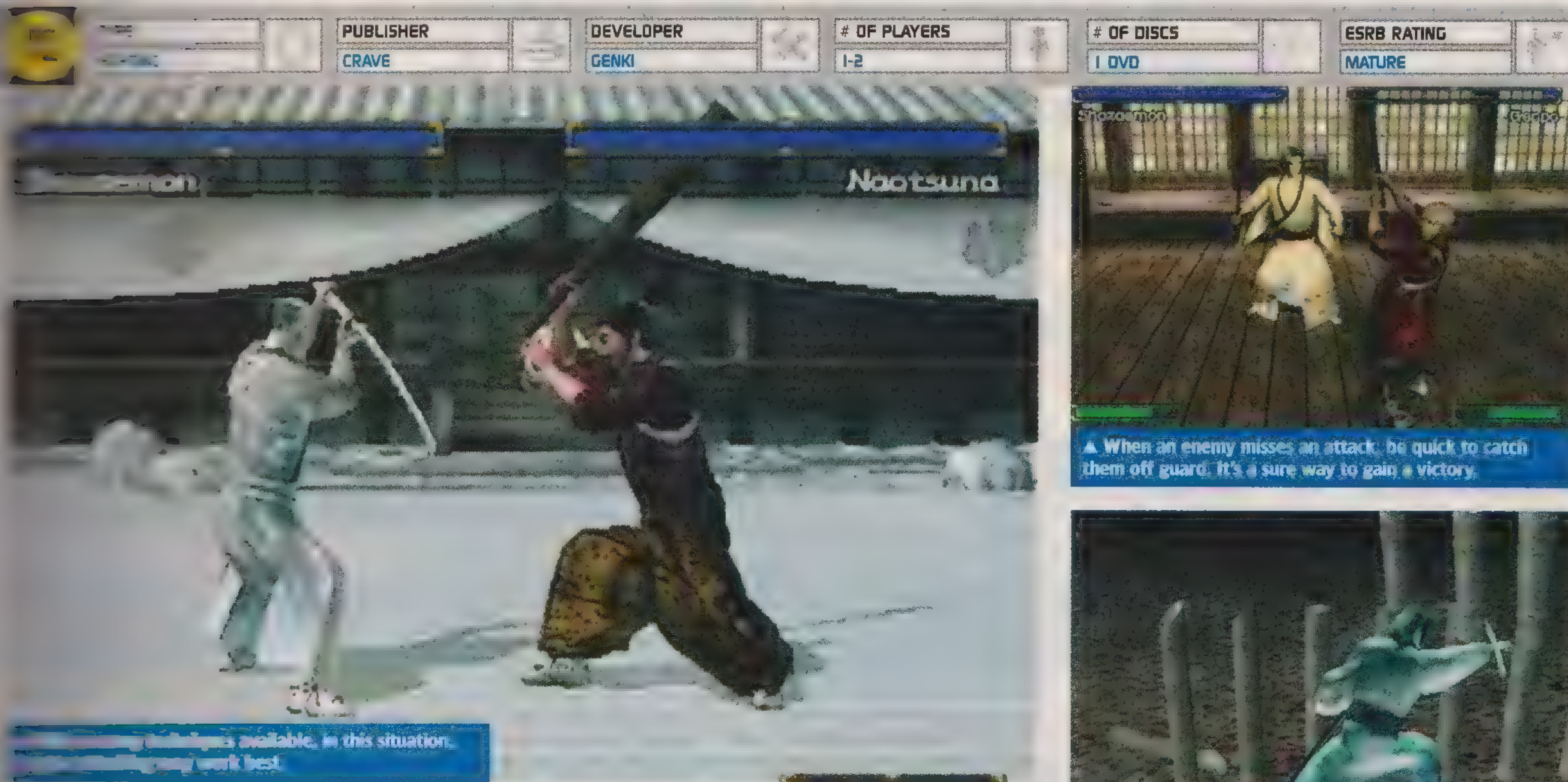


As you can see, World Destruction League: Thunder Tanks is not the best looking game around.

PSM
FINAL SCORE **4/10**

LACKING

While the premise for the game (armored vehicle combat as a sport) certainly sounded like a winner, poor execution (in the form of graphics and control) relegate *WDL* to the junk yard.



KENGO

The most inspired fighting game in a while

One player modes in the fighting genre have stagnated and surpassed the level of triteness. The major problem with the genre — which focuses us more on the plot and cinematic structure — is, ironically enough, a lack of variety in these areas. Usually, we simply go through a bunch of other typical opponents until we reach a tournament, and then confront the final boss — what an attention grabber, huh? Genki, the creator of the *Bushido* series, has realized this impediment, and has created a decent plot and the most structurally interesting game around. You begin *Kengo* with a single samurai. Initially, you complete a number of trials which train you

to learn the interface. Upon completion, you begin fighting. To establish yourself, you must challenge a number of schools; you'll fight students, and then the school's master. For each dojo you overtake, you'll acquire its special sword and unique fighting techniques. However, the game doesn't end here. Once you and your Dojo earn enough respect, you'll receive challenges from other samurai and even the Imperial Palace.

The variety of combat and options doesn't end here, either. In addition to a few other types of matches, players will need to train their samurai to increase his stats. The Training mode offers a number of different mini-games, such as bamboo slicing,

Helmet Splitting, and Zen Meditation.

Hopefully, my enthusiasm for the story mode doesn't imply a weakness in the two player game. In fact, with over 20 characters, it's as interesting as any other fighting game available.

The only significant complaints, which aren't so considerable, are the character designs and the graphics. Many of the characters simply appear very uninspired. As for the graphics, while they aren't shoddy, they do look a bit bland and rough around the edges.

Nevertheless, *Kengo* remains a very deep fighting game with great design. And due to *Kengo*'s freshness and variety, I'll even go out on a limb and say that I had more fun playing it than *Tekken Tag* or *DOA 2!* And that's saying something.

► Tokoya

HOW IT STACKS UP	
vs Street Fighter Alpha 3	10 out of 10
vs Tekken Tag	9 out of 10
vs Soul Edge	8 out of 10
vs Tekken Tag	8 out of 10
vs Tekken Tag	8 out of 10
vs Tekken Tag	4 out of 10

"Due to *Kengo*'s freshness and variety, I had more fun playing it than *Tekken Tag* or *DOA 2!*"

PSM

FINAL SCORE

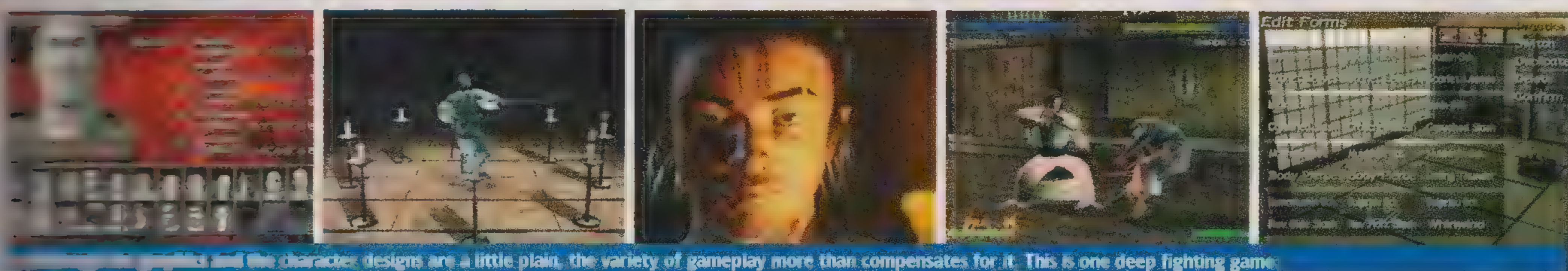
8/10

VERY GOOD

While *Kengo* has a few faults, they don't detract from the game at all. This is one very deep game.

PSM

MUST-BUY



While the graphics and the character designs are a little plain, the variety of gameplay more than compensates for it. This is one deep fighting game.

SCOREBOARD

Don't buy a game until you check here first!

CURRENT RELEASES

Game Name	Score	Issue #	Issue Mo.	Genre	Publisher	Summary
Acclaim Sports' HBO Boxing (PS)	5	42	Feb-01	Boxing	Acclaim	The standard side-on view and tons of button combinations to memorize relegate this game to the button masher category, but if you've just gotta box on KO Nation, feel free to go for it.
Blade (PS)	4	42	Feb-01	Action	Activision	Although there are some good ideas in Blade that show potential, the overall execution is very poor. Even if you're a hardcore Blade fan, I would rent it first.
Championship Surfer (PS)	8	42	Feb-01	Surfing	Mattel Interactive	Great wave physics and exceptional control combine for great gameplay, probably the best ever on PSone.
Driving Emotion Type-S (PS2)	4	42	Feb-01	Racing	Square EA	A promising game with hyper-realistic presentation, but in the end, Driving Emotion Type-S is just far too unforgiving to provide any real gaming enjoyment.
Ducati World (PS)	5	42	Feb-01	Racing	Acclaim	The draw of Ducati World is clearly the license coupled with cycle culture and customization. If this isn't your bag, marginal graphics and feel won't sway you from other moto racers.
King of Fighters '99 (PS)	8	42	Feb-01	Fighting	Ageia	King of Fighters '99 is a solid fighter. Unless you're completely burnt out on 2D fighters, you should give this a try.
Lunar 2: Eternal Blue (PS)	8	42	Feb-01	RPG	Working Designs	Although it looks way outdated, Lunar 2's story and gameplay rival that of the best modern-day RPGs.
Mega Man X5 (PS)	5	42	Feb-01	Action Platform	Capcom	With little innovation to speak of, Mega Man X5 simply doesn't provide the fun or originality that the earlier titles did. Fans of the series will be sorely disappointed and run away crying.
NCAA GameBreaker 2001 (PS2)	3	42	Feb-01	Football	989 Sports	Even if you're a serious NCAA football addict, we'd suggest that you wait until next year or play Madden and pretend it's college. Stick a fork in this baby's done.
Persona 2: Eternal Punishment (PS)	7	42	Feb-01	RPG	Atari	While the content and presentation style are very different from classic fantasy RPGs, Persona 2 has the story depth and management aspects to make it worthwhile for hardcore RPG fans.
Power Spike Pro Beach Volleyball (PS)	5	42	Feb-01	Sports	Infogrames	Power Spike lacks ambition to make it special. Since it suffers from a few problems, it's only a mediocre game. I think it would have benefited from more exaggerated, arcade-style gameplay.
Rayman Revolution (PS2)	9	42	Feb-01	Platformer	Ubi Soft	Already great on the PlayStation, Rayman makes the leap to PS2 in a big way. This is about as good as platformers get.
RC Revenge Pro (PS2)	5	42	Feb-01	Racing	Acclaim	The large selection of cars and sheer number of tracks in six silly theme worlds make for replayability, but control is frustrating, and this is simply not the game for racing purists.
Real Pool (PS2)	7	42	Feb-01	Billiards	Infogrames	Known as EX Billiards overseas, this game's selection of game types and modes, its physics, and the shot control are quite impressive. But the fact remains that it's mind-numbing pool.
Star Wars: Demolition (PS2)	5	42	Feb-01	Vehicle Combat	LucasArts	While it shares some flavor with the V8 titles, Demolition is far less polished and certainly less fun. The weapons upgrade system is neat, but there's nothing else that's really new.
Super Bust-A-Move (PS2)	8	42	Feb-01	Puzzle	Acclaim	This doesn't really show off PS2's power, but offers plenty of advances over the last game in the series.

HIGH SCORES

These are the games that you've GOT to get your hands on!

Iss.	Month	Game Name	Score	Genre	Publisher
39	Nov-00	SSX (PS2)	10	Snowboard Race	Electronic Arts
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports
40	Dec-00	Midnight Club (PS2)	8	Racing	Rockstar
40	Dec-00	Mike Tyson Boxing (PS)	8	Sports/Boxing	Codemasters
40	Dec-00	MOH: Underground (PS)	8	1st Person Shooter	Electronic Arts
40	Dec-00	Unreal Tournament (PS2)	8	First Person Shooter	Infogrames
40	Dec-00	Summoner (PS2)	8	RPG	THQ
40	Dec-00	WWF Smackdown! 2 (PS)	8	Wrestling	THQ
39	Nov-00	Armored Core 2 (PS2)	8	Action	Ageia
39	Nov-00	Kessen (PS2)	8	Strategy	Electronic Arts
39	Nov-00	Madden NFL 2001 (PS2)	9	Sports	Electronic Arts
39	Nov-00	NASCAR 2001 (PS)	8	Racing	Electronic Arts
39	Nov-00	Tekken Tag Tournament (PS2)	8	Fighting	Namco
39	Nov-00	Tony Hawk 2 (PS)	8	Skateboarding	Activision
42	Feb-01	Super Bust-A-Move (PS2)	8	Puzzle	Acclaim
42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Ageia
42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working Designs

NEW BACKLOG

NOTE: The reviews in issue 38 and earlier were used a five-star scale

	Score	Genre	Publisher	Iss.	Month	Game name	Score	Genre	Publisher
Attack 2 (PS)	5	Action	3DO	38	Oct-00	Digimon World	2	Monster Breeding	Bandai
Defeat Heroes 2 (PS)	5	Action	3DO	38	Oct-00	Iron Soldier 3	1	Action	Eclipse Software
Final Fantasy PS	9	RPG	Capcom	38	Oct-00	Madden NFL 2001	4	Football	Electronic Arts
Final Fantasy 20 (PS)	8	Racing	Codemasters	38	Oct-00	Parasite Eve 2	3.5	RPG/Action	Square
Final Fight 2001 (PS)	4	Snowboarding	Sony CEA	38	Oct-00	Pro Pinball Big Race USA	3	Pinball	Empire Interactive
Final Fight 2001 (PS)	6	Racing/Action	Infogrames	38	Oct-00	Spider-Man	3.5	Action	Activision
Final Fight Snowboarding (PS2)	7	Snowboarding	Konami	38	Oct-00	Star Trek: Invasion	4	Space Shooter	Activision
Final Fight Assault (PS)	4	Fighting	Bandai	38	Oct-00	Tenchu 2	4	Action/Adventure	Activision
Final Fight Back to Nature (PS)	7	Simulation	Natsume	38	Oct-00	Vampire Hunter D	1	Action/Adventure	Jaleco
Final Fight Tour (PS)	8	Racing	Infogrames	37	Sep-00	Ball Breakers	2	Action	Take Two
Final Fight PS	6	Snowboarding	THQ	37	Sep-00	Mortal Kombat Special Forces	2	Action/Adventure	Midway
Final Fight PS2	4	Racing	EA Sports	37	Sep-00	Ms. Pac-Man Maze Madness	3	Action Puzzle	Namco
Final Fight PS	7	Sports	EA Sports	37	Sep-00	NCAA GameBreaker 2001	3	Football	989 Sports
Final Fight 2001 (PS)	4	Sports	Sony CEA	37	Sep-00	NCAA Football 2001	3.5	Football	Electronic Arts
Final Fight 2 PS2	6	Boxing	Midway	37	Sep-00	NFL GameDay 2001	3.5	Football	989 Sports
Final Fight PS2	7	Shooter	Konami	37	Sep-00	Rampage Through Time	1	Action	Midway
Final Fight PS2	6	Shooter	Working Designs	37	Sep-00	Valkyrie Profile	4	RPG	Enix
Final Fight PS2	7	Flying	Activision	37	Sep-00	X-Men Mutant Academy	2.5	Fighting	Activision
Final Fight PS2	6	Surfing	Rockstar	36	Aug-00	Armored Core: Project S.W.A.R.M.	1.5	First Person Shooter	Acclaim
Final Fight PS2	7	Action/Adventure	Eidos Interactive	36	Aug-00	Chrono Cross	4.5	RPG	Square EA
Final Fight PS2	6	Racing	Kemco	36	Aug-00	Grudge Warriors	2	Action	Take Two
Final Fight PS2	1	Action/RPG	Enix	36	Aug-00	Koudelka	4	Action/Strategy	Infogrames
Final Fight Championship (PS)	2	Fighting	Crave	36	Aug-00	Legend of Dragoon	4.5	RPG	Sony CEA
Final Fight PS2	6	Party Game	Sony CEA	36	Aug-00	Legend of Mana	3	RPG	Square EA
Final Fight PS2	9	Fighting	Tecmo	36	Aug-00	Rayman 2	4	Action/Platform	Ubisoft
Final Fight PS2	6	Puzzle	Sony CEA	36	Aug-00	Rhapsody	4	RPG	Atlus
Final Fight PS2	7	Sports	Konami	36	Aug-00	RPG Maker	4	RPG	Agetec
Final Fight PS2	8	Sports/Soccer	EA Sports	36	Aug-00	Surf Riders	2	Surfing	Acclaim
Final Fight PS2	8	Sports/Soccer	EA Sports	36	Aug-00	Threads of Fate	3.5	RPG/Action	Square EA
Final Fight PS	9	RPG	Square	36	Aug-00	Vanguard Bandits	3	Strategy/RPG	Working Designs
Final Fight PS2	2	Sports/Football	Sony CEA	36	Aug-00	Who Wants to Be a Millionaire?	1.5	Trivia	Sony CEA
Final Fight PS2	5	Shooter	Konami	35	Jul-00	Countdown Vampires	1	Adventure	Bandai
Final Fight PS2	7	Action	Working Designs	35	Jul-00	Covert Ops: Nuclear Dawn	3.5	Action/Adventure	Activision
Final Fight 2001 (PS)	5	Sports/Boxing	Electronic Arts	35	Jul-00	Gekko	3.5	Fighting	Interplay
Final Fight PS2	8	Racing	Rockstar	35	Jul-00	Grind Session	3.5	Skateboarding	Sony CEA
Final Fight PS	8	Sports/Boxing	Codemasters	35	Jul-00	Kurt Warner Arena Football	1.5	Football	Midway
Final Fight PS2	8	1st Person Shooter	Electronic Arts	35	Jul-00	Nightmare Creatures II	2.5	Action/Fighting	Konami
Final Fight PS2	6	Racing	Namco	35	Jul-00	Reel Fishing II	1.5	Fishing	Natsume
Final Fight PS2	7	Sports/Ice Hockey	Electronic Arts	35	Jul-00	Spec Ops: Stealth Patrol	4	Combat Sim	Take Two
Final Fight PS2	6	Sports/Ice Hockey	Electronic Arts	35	Jul-00	Strider 1 & 2	3	Action	Capcom
Final Fight PS2	5	Action/Adventure	Activision	35	Jul-00	Test Drive Le Mans	2.5	Racing	Infogrames
Final Fight PS2	5	Shooter	Taito	35	Jul-00	Wild Arms 2: Second Ignition	3	Adventure	Interplay
Final Fight PS2	9	Platform	Sony	34	Jun-00	Eagle One: Harrier Attack	3.5	Air Combat	Infogrames
Final Fight PS2	8	RPG	THQ	34	Jun-00	Family Game Pack	2.5	Family Fun	3DO
Final Fight PS2	6	First Person Shooter	Electronic Arts	34	Jun-00	Med Evil II	3	Action/Adventure	Sony CEA
Final Fight PS2	7	First Person Shooter	Eidos Interactive	34	Jun-00	Micro Maniacs	4	Racing	Codemaster
Final Fight PS2	8	First Person Shooter	Infogrames	34	Jun-00	MLB 2002	4	Sports/Baseball	Sony
Final Fight PS2	6	Wrestling	Electronic Arts	34	Jun-00	Mr. Driller	3.5	Puzzle/Action	Namco
Final Fight PS2	5	Racing	Interplay	34	Jun-00	Need for Speed: Porsche Unleashed	3	Racing	Electronic Arts
Final Fight PS2	8	Wrestling	THQ	34	Jun-00	Sammy Sosa's High Heat Baseball '01	2	Sports/Baseball	3DO
Final Fight PS	7	First Person Shooter	Fox Interactive	34	Jun-00	Speed Punks	3.5	Racing	Sony CEA
Final Fight PS2	8	Action	Agetec	34	Jun-00	Star Wars: Jedi Power Battles	2	Adventure	LucasArts
Final Fight PS2	6	Action	Hudson	34	Jun-00	Vagrant Story	4	Action/RPG	Square EA
Final Fight PS2	5	Action/Racing	Midway	34	Jun-00	Vanark	2	Shooter	Jaleco
Final Fight PS	6	Action	Capcom	33	May-00	Armored Core	3.5	Action/Shooter	Agetec
Final Fight PS	7	Action	Namco	33	May-00	Army Men: Sarge's Heroes	1	Action	3DO
Final Fight PS2	6	Strategy/Action	Koei	33	May-00	Crusaders of Might and Magic	1	Action/Adventure	3DO
Final Fight PS2	5	Action/RPG	Agetec	33	May-00	Front Mission 3	3.5	Strategy	Square EA
Final Fight PS2	6	RPG/Action	Agetec	33	May-00	Galerians	4	Action	Agetec
Final Fight PS	7	Action/Puzzle	Titus	33	May-00	Gauntlet Legends	3.5	Action	Midway
Final Fight PS2	8	Strategy	Electronic Arts	33	May-00	Mobil 1 Rally Championship	4	Racing	Electronic Arts
Final Fight PS2	9	Sports	Electronic Arts	33	May-00	NHL Rock the Rink	3.5	Sports/Entertainment	Electronic Arts
Final Fight PS2	7	Action/Adventure	Capcom	33	May-00	Runabout 2	2	Action	Hot-B
Final Fight PS	8	Racing	Electronic Arts	33	May-00	Street Sk8er 2	4	Skateboarding	Electronic Arts
Final Fight PS	6	Racing	Vatical	33	May-00	Superbike 2000	2.5	Racing	Electronic Arts
Final Fight PS2	7	Racing	Namco	33	May-00	Syphon Filter 2	4	Action	989 Studios
Final Fight PS2	6	Racing/Action	Rockstar	32	Apr-00	Alundra 2	3.5	RPG	Activision
Final Fight PS2	6	Snowmobile Racing	Crave	32	Apr-00	Colony Wars: Red Sun	4.5	Space Combat	Psygnosis
Final Fight PS2	10	Snowboard/Race	Electronic Arts	32	Apr-00	Deception III: Dark Delusion	3.5	Action/Strategy	Tecmo
Final Fight PS2	6	Fighting	Capcom	32	Apr-00	Die Hard Trilogy 2	3.5	Action/Driving/Shooting	Fox Interactive
Final Fight PS2	7	Golf	Electronic Arts	32	Apr-00	ECW Hardcore Revolution	2	Wrestling	Acclaim
Final Fight PS2	4	Sports	Eidos Interactive	32	Apr-00	Hot Shots Golf 2	3.5	Golf	Sony CEA
Final Fight PS2	8	Fighting	Namco	32	Apr-00	Hydro Thunder	3.5	Boat Racing	Midway
Final Fight PS2	8	Skateboarding	Activision	32	Apr-00	Railroad Tycoon II	3	Strategy	Take Two
Final Fight PS2	4	Action	EA Games	32	Apr-00	Road Rash: Jailbreak	2.5	Fighting/Racing	Electronic Arts
Final Fight PS2	3.5	Dancing	Enix	32	Apr-00	Silent Bomber	4	Action	Bandai

My money's on the
chick with the lion.

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PREVIEWS

Your first look at the hottest new games

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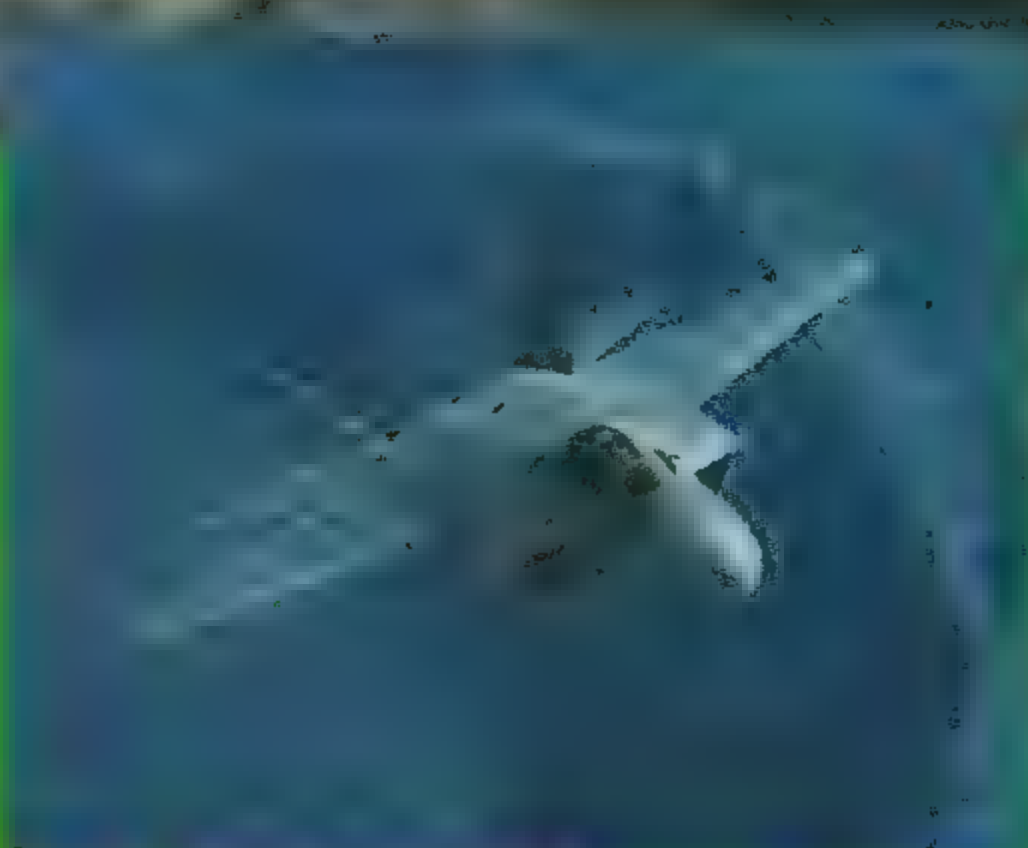
90 ► **Winback**

DEVIL MAY CRY

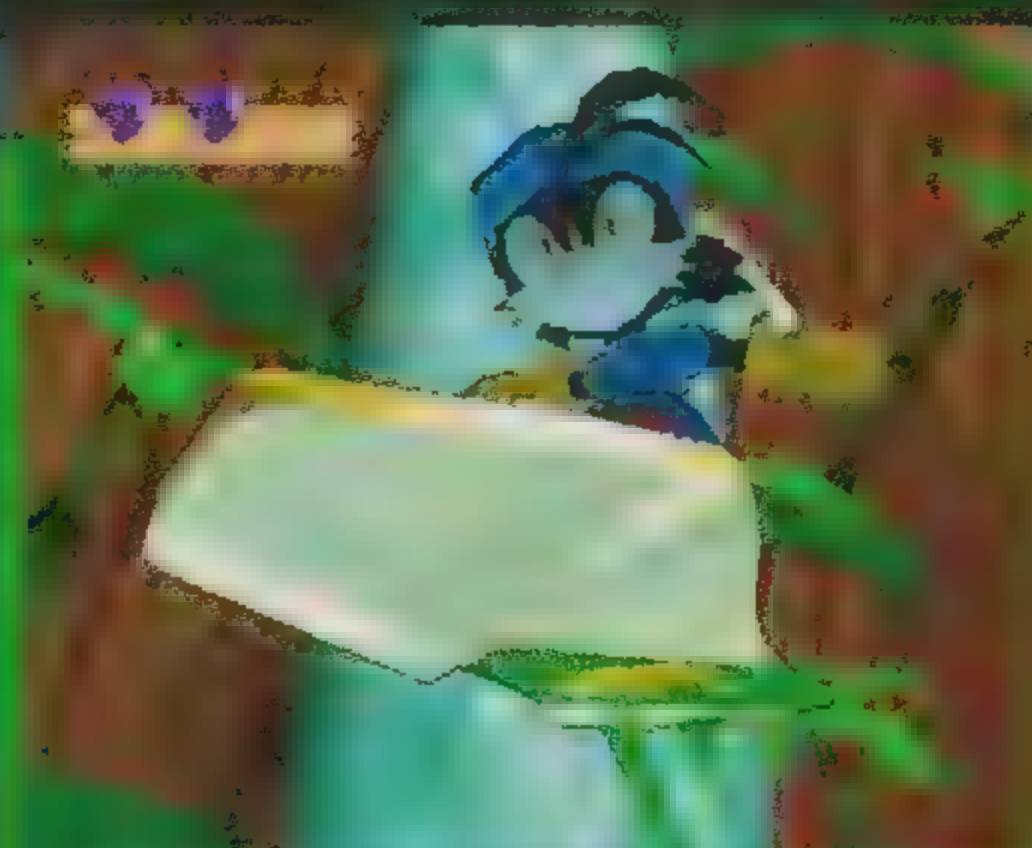
Must-see screens of
Capcom's sizzling
new action/horror
game **pg. 54**

HOT GAMES

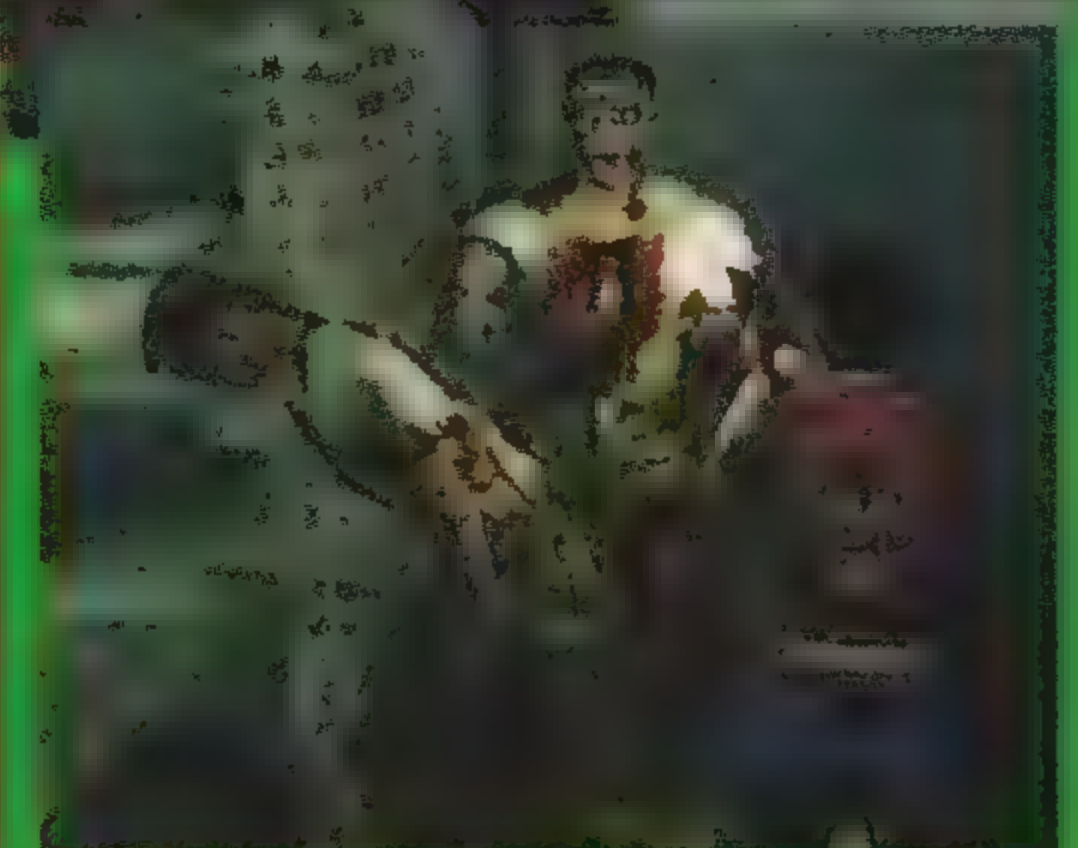
Take a second;
move over to these
games NOW!



57 ► **Ace Combat 4**



58 ► **Klonoa 2: Lunatea's Veil**



59 ► **Resident Evil Code: Veronica X**

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
Sony	Polyphony Digital	Spring 2001	Racing	8	Everyone

PS2

PERCENT COMPLETE

GRAN TURISMO 3

Behind the wheel of the most anticipated PS2 racer yet

Running at an unwavering 60 frames per second, the latest version of Sony's racer makes a real visual impact. Some of the high points we noted included



especially high resolution textures (that don't fuzz out when you get really close to them), true real-time reflections (you can even see your car's reflection in the bumper of the car in front of you), and the best looking trees we've ever seen in a game. Of course, the car models are also looking every bit as good as you'd expect from PS2, and in the version of the game we played, they even had fully 3D wheels — you could actually see the brake discs heat up and cool down when cars took sharp corners. That's how detailed this game promises to be.

While we still haven't seen the much talked-about weather effects that the gang at Polyphony Digital, the game's developer, have been

IS IT REAL, OR IS IT GT3?

Forget the cut-out trees and canned reflections of other racers — this stuff looks **REAL!** No joke, the replay mode will have you fooled.



promising, we were able to take GT3's dirt track mode for a spin. Thanks to the much greater number of physics calculations going on in comparison to GT2, the off-road racing feels far more

natural — and graphically speaking, simply jaw-dropping. The way dust kicks up from your car's tires is realistic, plus on the audio front, the recorded sound effects let you



the bumpy roads of the near-final build.

audio, it was one of the most impressive to experience. Earlier versions using a stock sound engine mostly taken from Gran Turismo, but it can't compare to what *GT3* has in store.

GT3's powerful sound engine uses multiple effects for each car, so you can hear even the subtlest changes in the gas hard when you shift to the squal. You can hear the wind whistling on the uneven road surface, even hear the wind whistling on the uneven road surface.

Gran Turismo announced an exact date for the States, but from the feedback fans are definitely a treat. We'll hopefully see all of the game next year.

► Randy Nelson



▲ The Seattle circuit has been even been updated to include the new sports arena that's currently under construction there.



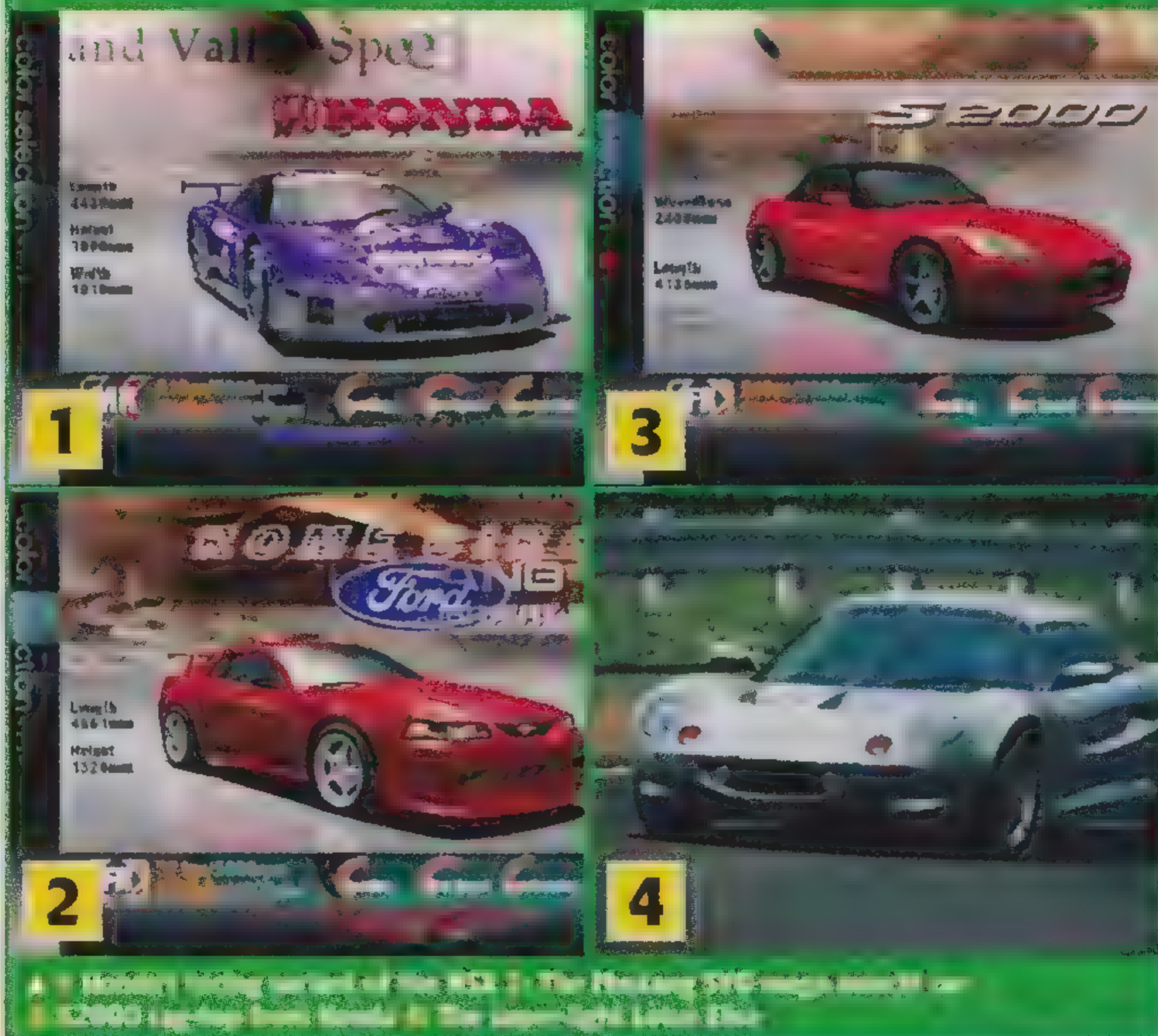
▲ California's Laguna Seca speedway has been faithfully recreated, although these rally cars look a little out of place on it.

the BUZZ

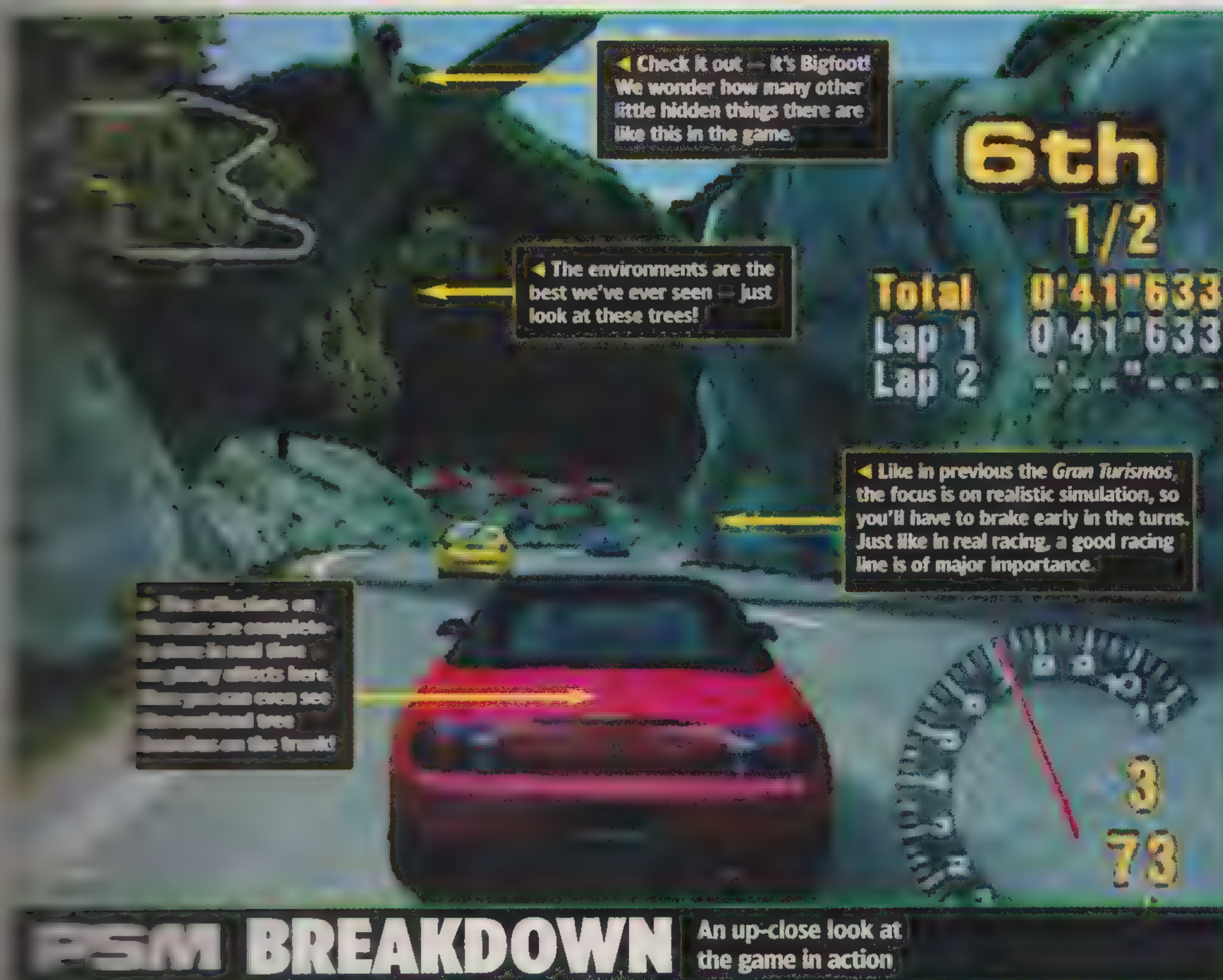
With the expected addition of realistic weather effects, this title is on track to be the most impressive racing game ever.

WHEELS TO DIE FOR!

Sony has released the full listing of cars that will appear in *GT3*, and while we don't have room to print them all, here are a few highlights from the stellar line-up.

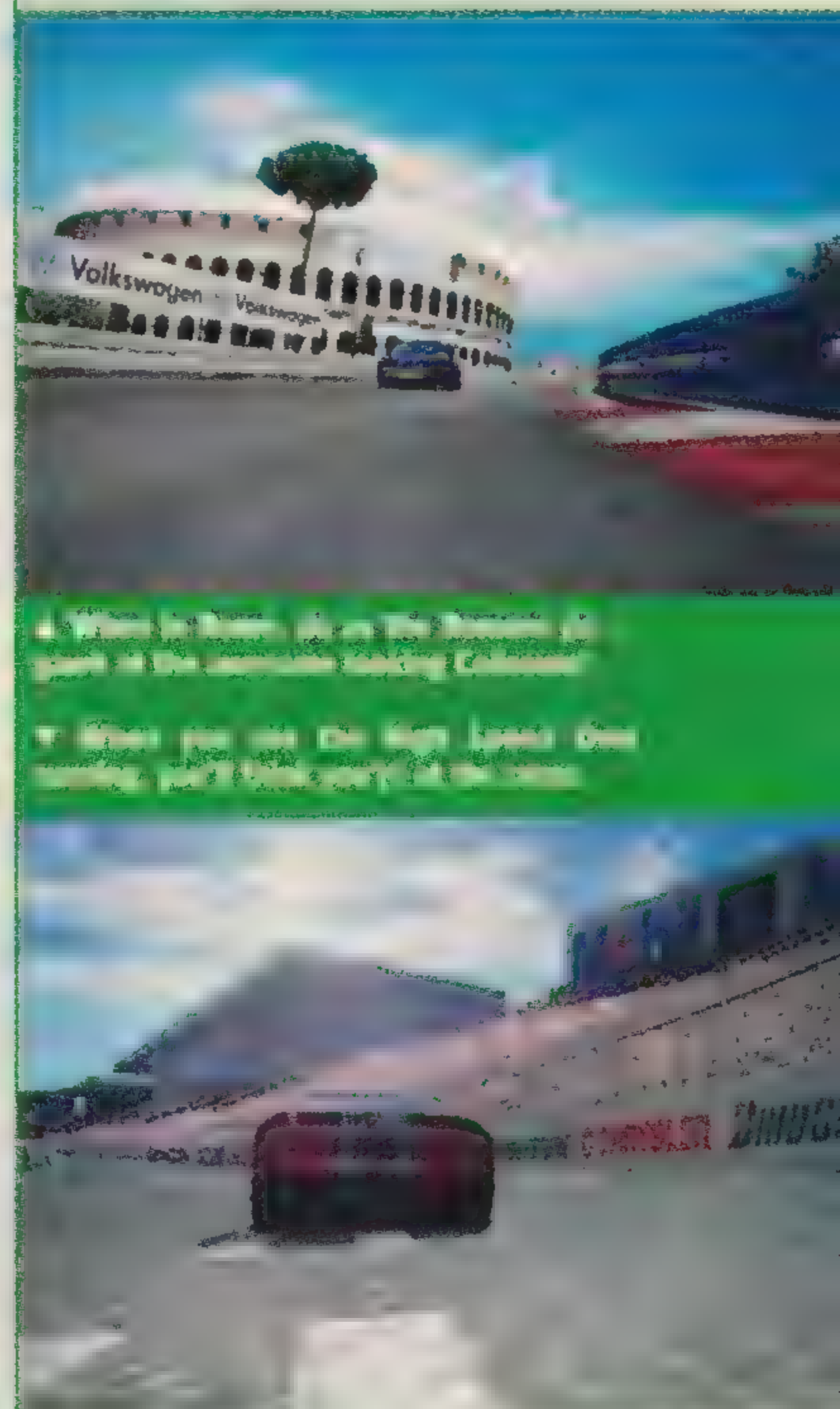


"In comparison to *GT2*, the racing feels far more natural — and graphically speaking, it's simply jaw-dropping."



THE COURSE, OF COURSE

We're stilling waiting to see the new Morocco and Tokyo street courses, but here's a first look at what some of *GT2*'s courses now look like in the game.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
Activision	Activision	Summer	RACING	2	TBD

PS2

PERCENT COMPLETE

SUPERCAR STREET CHALLENGE

Build a muscle car and then flex it

In August of last year, when Activision announced it was working on a dozen or so PS2 games, there was no mention of

Supercar Street Challenge. However, a game titled *Street Lethal*, announced earlier at E3 2000 and slated for a Spring 2001 release, had fallen more

or less below the radar before reemerging in December as *Supercar* with a Summer 2001 launch date.

For a racer, the promise of *Street Lethal* was ambitious. A balanced selection of exotic concept supercars from top car design houses (Fioravanti, Callaway, Zonda and Modena) would engage in a balls-out racing circuit traversing ten faithfully recreated and fully interactive cities worldwide. Gamers could also build their own dream car and race it with damage

modeling that affects the handling. In *Supercar*, the number of cities has been scaled back to seven, but the courses' worth of authentic landscaping and real time weather, lighting, and sound effects at 60 fps, coupled with the user-friendly design studio, should make good with hardened gamers. Look for it this summer.

► Tommy L...



the BUZZ

Supercar features 16 courses of next gen concept car racing and an innovative car building studio.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
Fox Interactive	John E. O'Connell, Jr.	Q2	RACING	2	TEEN

PS

PERCENT COMPLETE

WORLD'S SCARIEST POLICE CHASES

A rival to the Driver series?

Whether this game turns out to be interesting, or total crap, we have to at least give Fox credit for going out on a limb and attempting to create something different. Although *Police Chases* seems to follow precedents set by the *Driver* series, there are a variety of elements found in two modes offered.

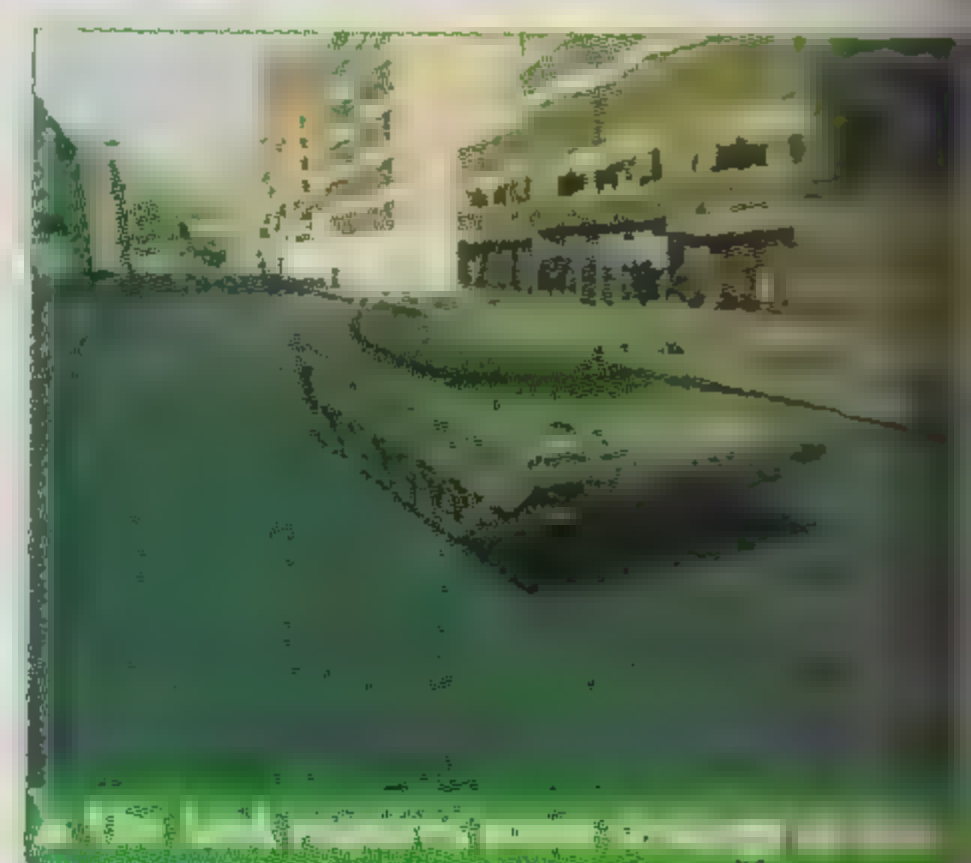
In Patrol mode, you must roam the city streets in a squad car and apprehend any malefactors that you encounter. This requires players to stop and arrest drunk drivers, and any miscreants that you see breaking the law on the streets. Although this mode will allow free-roaming, I think Mission mode will offer the most fun.

The missions will require players to lead drug busts, capture drug smugglers, kill terrorists, hunt down ex-cons, and disable hijacked tanks. To aid you in your crime fighting, there

will be 13 different vehicles, as well as a huge number of weapons.

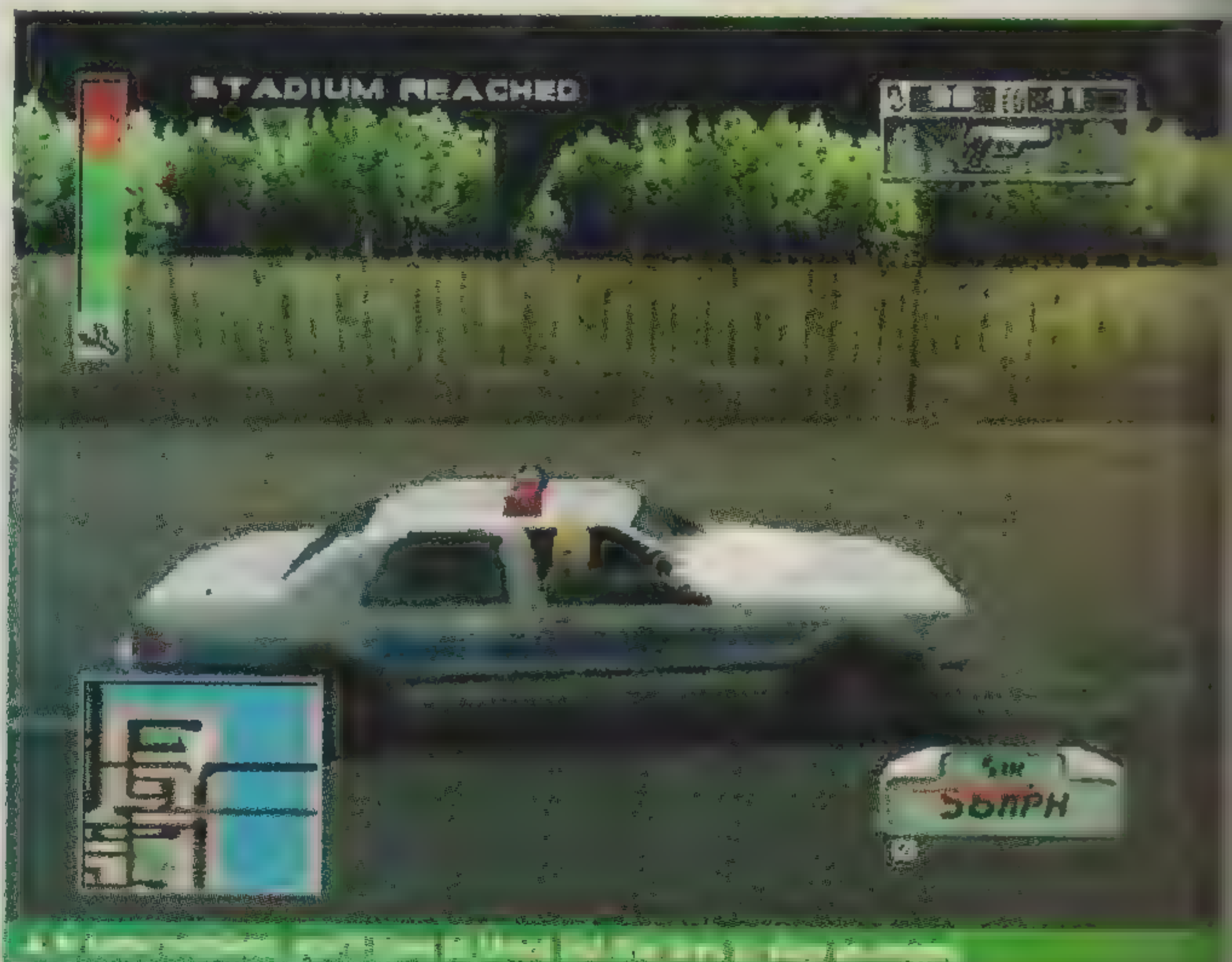
Check out future issues to see how this unusual driving game turns out.

► Tokoya



the BUZZ

With an extremely large and interactive environment, there should be lots of variety, and plenty of things to do.





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DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	Q2	ACTION/ADVENTURE	1	MATURE

PS2

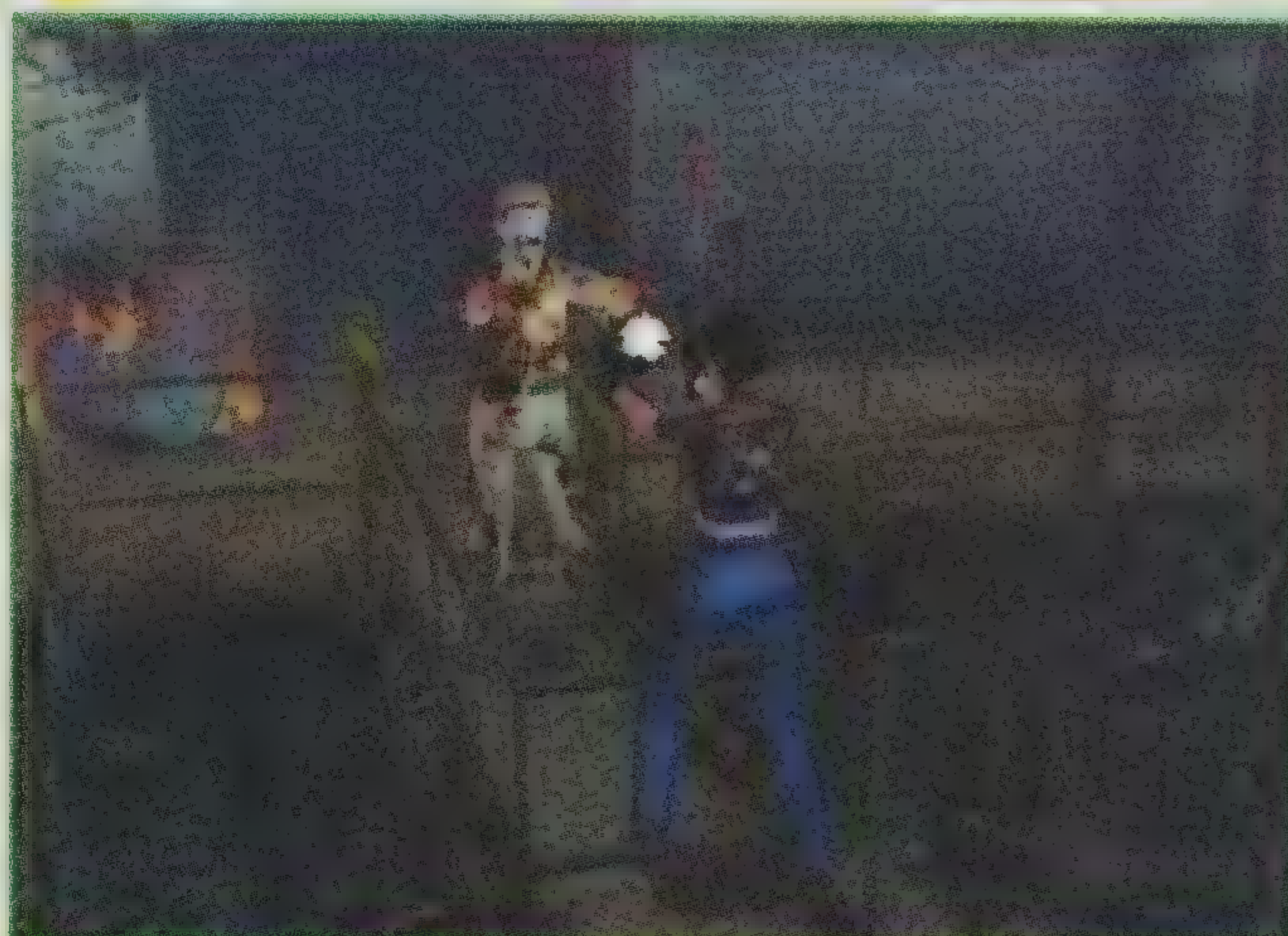
PERCENT COMPLETE

80%



THE CAST OF CHARACTERS

Claire, Wesker, and Wesker all have an interesting relationship with each other, especially Claire.



RESIDENT EVIL CODE: VERONICA X

The greatest Resident Evil game comes to PS2

Capcom owners may have been faced with the best of Resident Evil. The game was held out for the best of even better version, Resident Evil Code: Veronica X.

The game is a sequel to the end of the first game, featuring a few new

gameplay elements and extras, which are exclusive to the PS2.

PS2 loyalists may not initially notice, but from the pictures that we've seen, *Veronica X* seems to have received a bit of a facial; the graphics look a bit sharper, and the textures appear a little more clear. Capcom has

enhanced the plot with a few interesting twists, making it a little less cryptic.

Players begin their terrifying quest on Umbrella Corporation's research island as a prisoner. When a freak accident unleashes the hazardous zombie biotoxins, the dead overrun the island, leaving Claire helpless and

the BUZZ

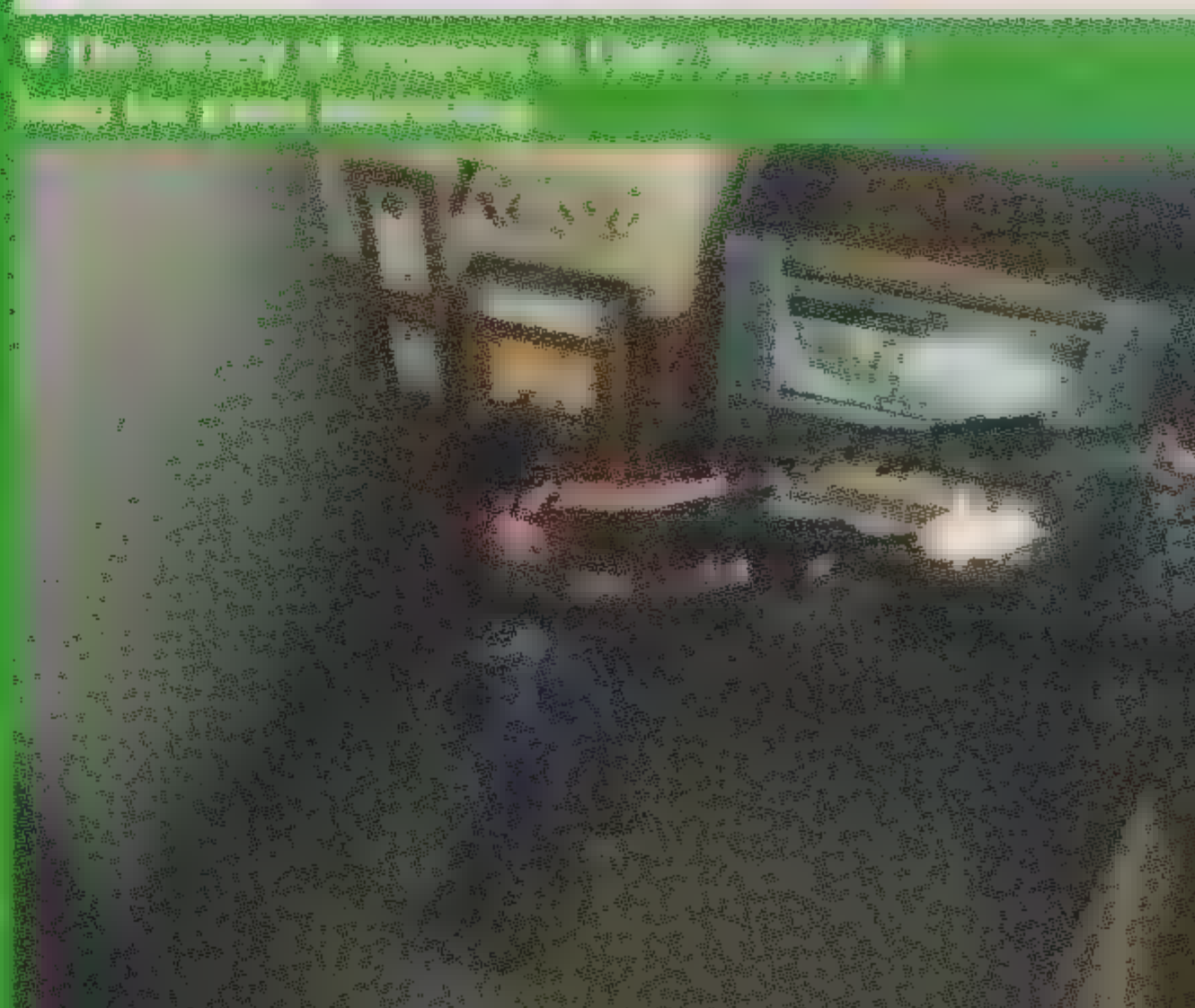
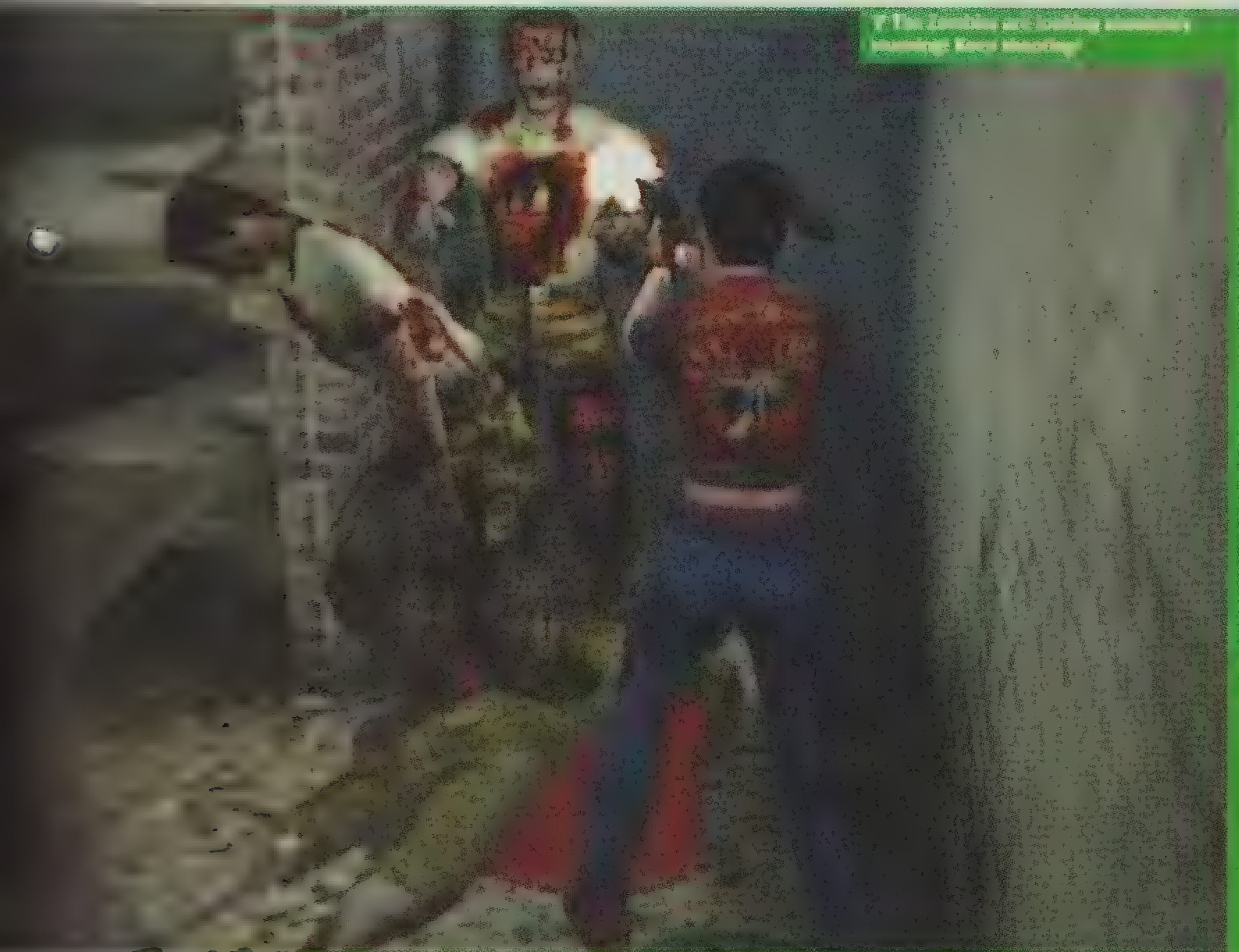
This version of *Resident Evil* is definitely the largest and most complex. Get ready for an epic tale of horror!

alone. She'll have to solve puzzles, pummel zombies and other mutations with a huge variety of weapons, and solve the mystery of Veronica.

The notable modification to the story involves the obscure character, Wesker. Although we've received little information, we do know that Capcom has added 10 minutes of original footage of Wesker, which breeds insight into the ominous story line.

The extras that I referred to earlier are still being scrutinized and considered by Capcom, so we will have more info for you PSMers later. However, Capcom has officially stated that a playable demo of *Devil May Cry* will be packaged with *Veronica X*!

► Tokoya





Animated Violence
Mild Language

PlayStation 2



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INFELICTUS MAXIMUS PAINIMUS

CH-WAY-DID-HE-GO DANCE STEPS.
MAKER FACE LIFTS. AND THE GUTS
STRUT WITH GIANTS. THINK YOU
THAT KINDA GAME? BRING IT



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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	CAPCOM	PM	ACTION/ADVENTURE	1	PENDING

PS2

PERCENT COMPLETE



DEVIL MAY CRY

Our first hands-on impressions of Capcom's next big thing

Since last issue, we've gotten our eager mitts on an extremely early version of *Devil May Cry* — and we can cheerfully report that it's shaping up to be

every bit as big as its pedigree (it's *Resident Evil* creator Shinji Mikami's pet project, after all) suggests.

The game begins with lead character Dante running up a mountain path in between crumpled columns. Once inside the castle, the fighting begins and leads through a few rooms with doors that can't be opened initially. Dante must use the spirit energy he draws in from defeated enemies in order to unlock them.

There's also an on-screen meter that fills as enemies are defeated. Once it's maxed out, Dante can temporarily transform into a demon. In a nice twist, he'll have different powers depending on which sword he has equipped before transforming. It's also possible

EERIE ENEMIES

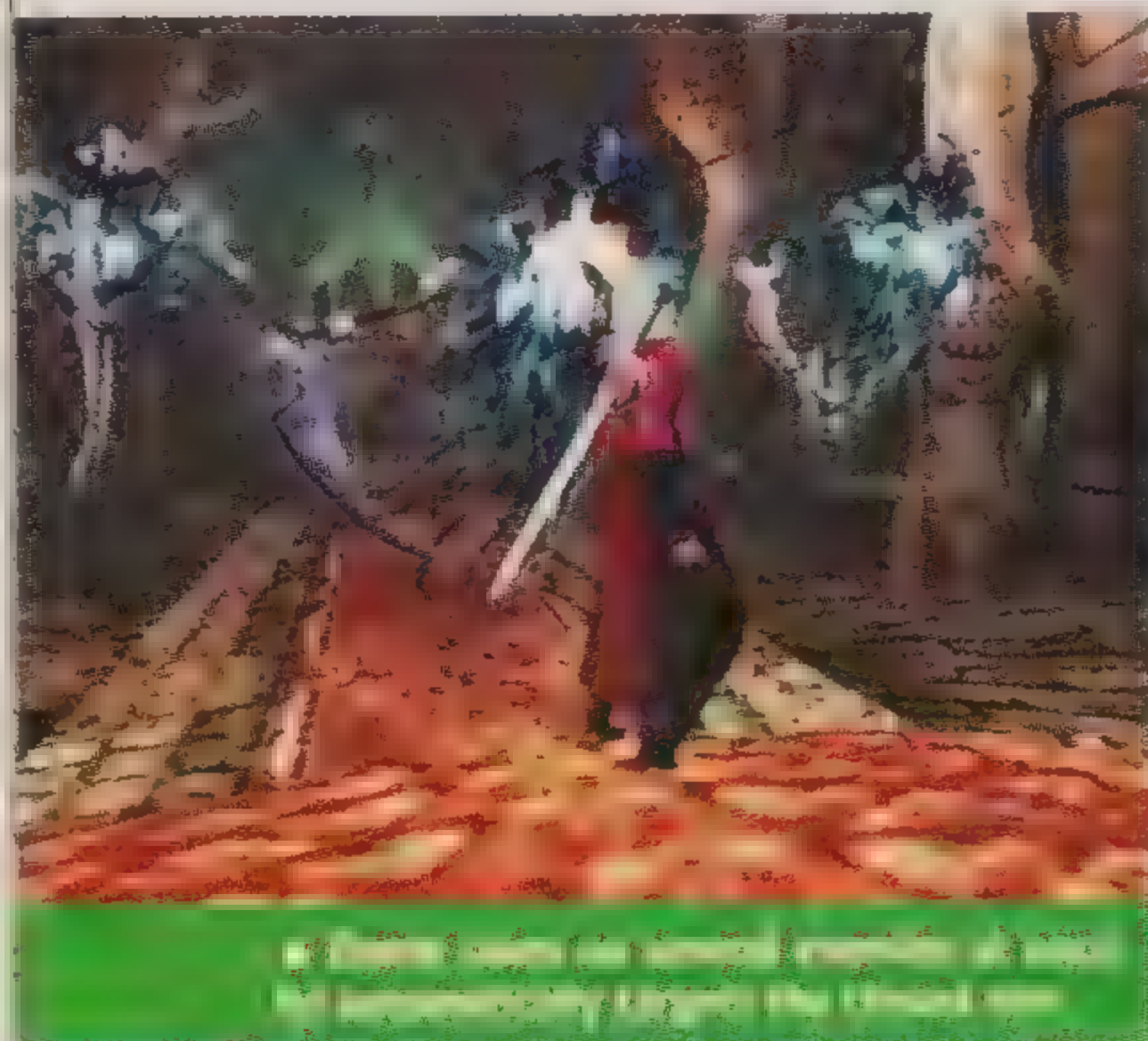
Dante will be knee-deep in gnarly monsters, shear-wielding and even demonic puppets during his adventure.



to draw upon the spirit meter before it's fully charged, which causes Dante to crackle with electricity and become momentarily stronger.

Control-wise, Dante moves in

whatever direction the arrow is pointed — unlike the character in *Resident Evil*. He can also jump walls to reach higher areas and down to lower levels, letting



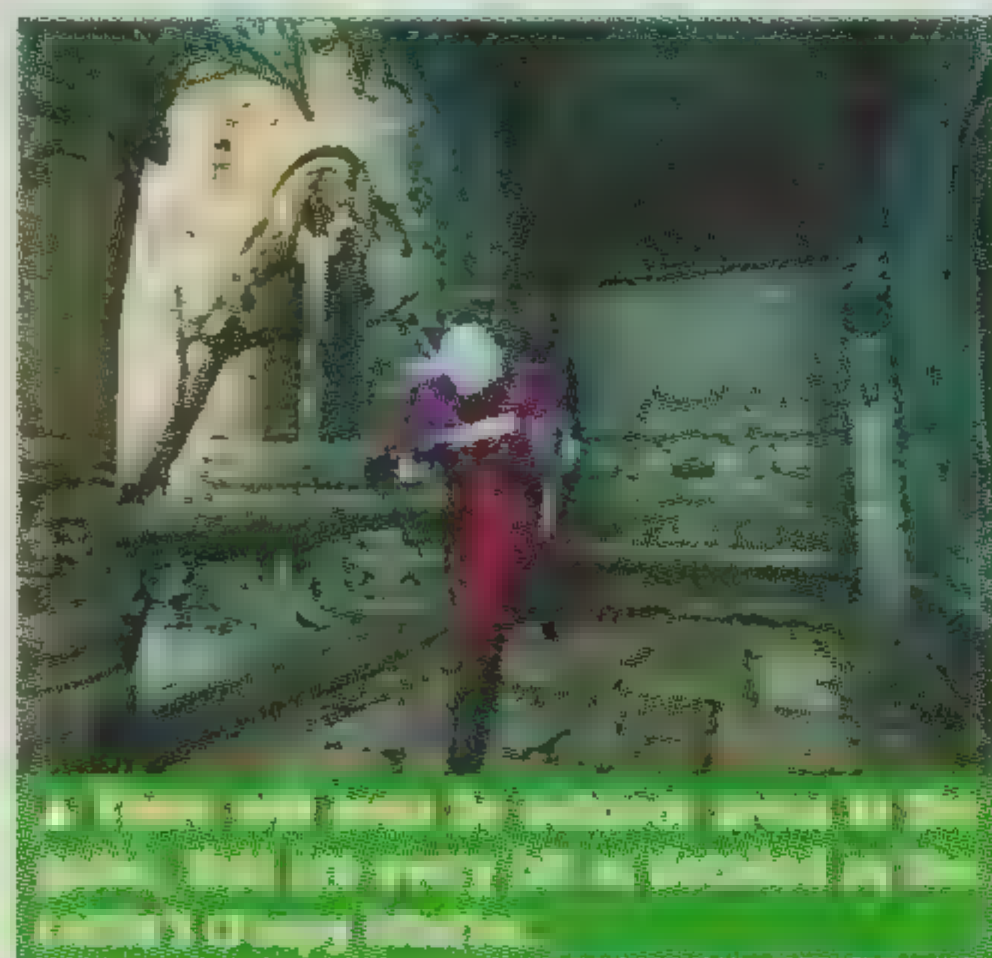
more free-roaming feel

attacks, hitting the X as Dante to swing his sword. In the RE games, holding the X button (which can then be held down for a rotating burst) using the X button to press towards an enemy while holding the sword for a lunging strike; hold back the X button to swing his blade upward. A successful attack sends enemies flying, at which point Dante can shoot, "juggling" them in the air for a short time.

The textures, lighting, and sound effects are already looking great. As the game is nearing the final stages of development, the environments in the game are also using a lot of detail, so a cool *Matrix*-style score is added to the score during a fight. The camera is similar to *Resident Evil* in that each room is determined perspec-

tive, but the view pans and moves to follow Dante as he fights.

We're definitely impressed by what we've played of *Devil May Cry* so far — it's definitely going to be a game to watch for. You can get your first crack at it later this spring, thanks to a playable demo that'll be packaged with *Resident Evil Code: Veronica X*. We'll have plenty more on the game in the months ahead. ► **Randy Nelson**



▲ From the moment you press start on the controller, Dante looks out his-whop! left and right. He's a pretty cool character, with his twin guns, great pose, and trenchcoat.

the BUZZ

Devil May Cry is looking like the next major evolution of the survival horror genre. This is definitely one to keep an eye on!

WORK IN PROGRESS

Looking at these conceptual paintings, you can see the kind of elaborate environments Dante will encounter as he makes his way into the demon castle. Thanks to an awesome 3D engine, they'll actually look this good in the game.



▲ The look and theme of the game — especially the castle — have a distinctly Castlevania flavor to them, but since when has Belmont used twin semi-auto pistols?

We're very impressed by what we've played of *Devil May Cry* so far — it's definitely going to be a game to watch for!"

PSM BREAKDOWN

An up-close look at the game in action



◀ The bad guys in this game are pretty creepy. These dark puppets are the first enemies you'll encounter. They lower from the ceiling on threads, and will hang Dante up if he's not careful.

► From the moment you press start on the controller, Dante looks out his-whop! left and right. He's a pretty cool character, with his twin guns, great pose, and trenchcoat.

◀ The background environments have an amazing level of detail, and reach all new levels of twisted creepiness.

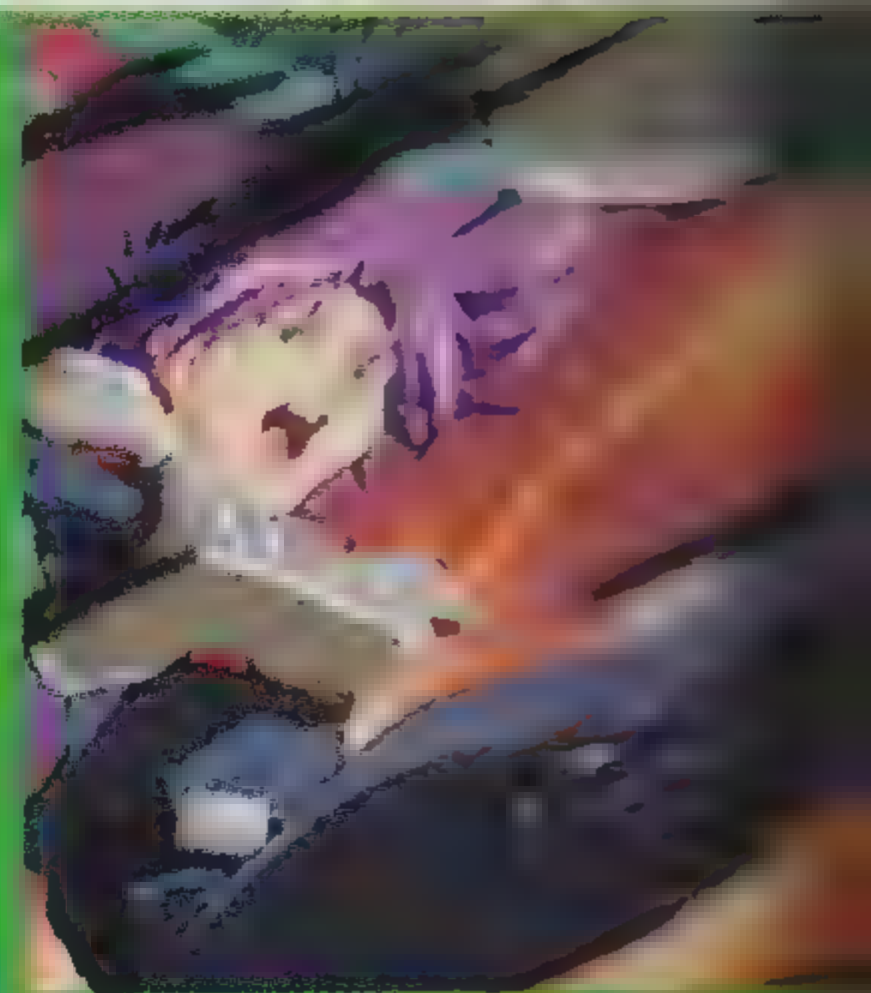


MEET THE HERO

Dante is a "supernatural investigator" who discovers that the forces of Hell are mounting an all-out assault on humanity. Like his father before him, he sets out to send them back to the fiery depths.

▲ Dante's story is a pretty cool one, and he's a pretty cool character. He's a pretty cool character, with his twin guns, great pose, and trenchcoat.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE
Atlus	Atlus	March 2001	Action/Adventure	1	TE		



A lot of the game's action is done in a very fluid, anime-style manner, with some typical QTE moments.

The game has a lot of story elements, and the story is quite good.



Although *Oni* probably won't knock anyone's socks off, or break any ground in the innovation department, so far, it does manage to compliment the action/adventure genre very well, especially for the PS2 in its limited number of games.

One aspect that really makes *Oni* stand out, even early in its production, is the overall polished feel in its execution. Controlling Konoko, the main character, is very fluid and

ONI

**An example of
gameplay over boobs**

accurate; everything from jumping and dodging attacks to fighting and shooting at enemies feels comfortable. The menu interface is intuitive as well.

Oni's consistent balance between

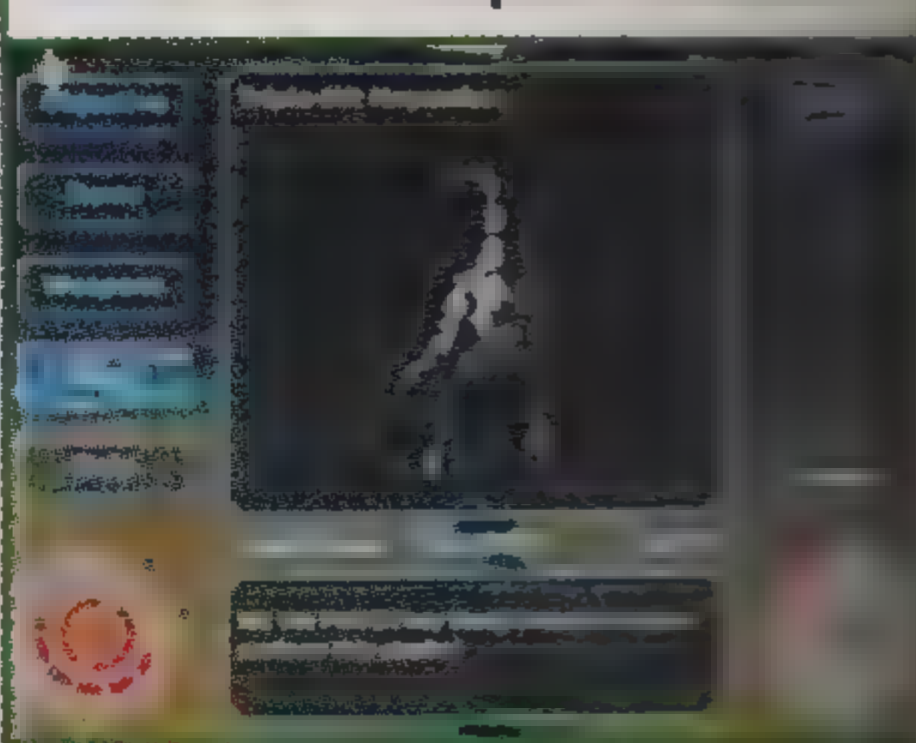
the action and adventure is another reason it's a pleasure to play, unlike many other related games, such as *Tomb Raider*, which often delivers too much of either at any given time. The gameplay never seems hindered by incessant action, or slowed down by cumbersome and cryptic puzzles.

The only areas that seem seriously lacking in *Oni* are a more compelling story and decent music. The story is a little basic and trite. As Konoko, you are charged with the mission to infiltrate and suppress the evil Syndicate, which controls the underworld. As for the music, what you do hear is merely generic techno. We hope that when the game is finished, these two facets will have been improved.

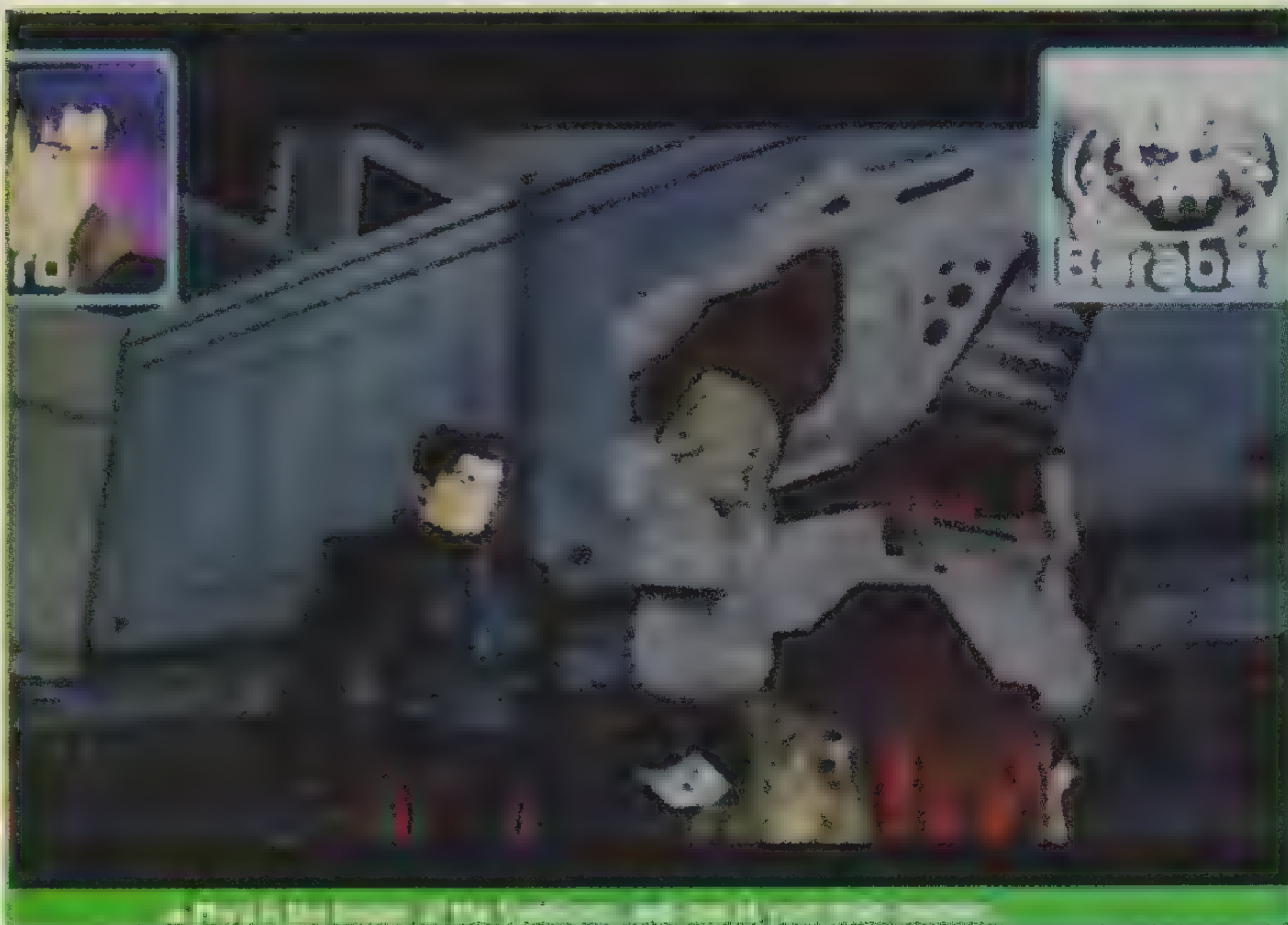
► Tokoya

LEARNING THE MOVES

As you progress through the game, Konoko will be able to learn a number of special moves and complex combos.



▲ The first move that you learn is the uppercut — story mode!



the BUZZ

Oni is a huge action game with plenty to destroy; plus there are adventure elements to keep fans of that genre busy for a while.

DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
TBA	TBA	RACING	TBA	EVERYONE

PS2

PERCENT COMPLETE

50%



VERY EASY ON THE EYES

One of the great things about the PS2 is that virtually every game looks good. This game, however, looks even better than most others out there.



PARIS-DAKAR RALLY

Acclaim goes off-road for its latest PS2 offering

It seems that the PlayStation 2 is going to be the system of choice for racing fans. Gamers have seen the likes of *Smuggler's Run* as a good game in its own right. *Off-Road Wide Open* and *Evolution* should be out shortly. Not wanting to miss out on the market, is preparing its entry, *Paris-Dakar Rally*.

The game is based on a yearly racing competition that spans 10,000 kilometers from France and Africa. Most interesting about *Paris-Dakar Rally* is the fact that it won't limit you to driving off-road vehicles. Like the game that inspired it, you'll also

be able to race various types of motorcycles and trucks, which should add a greater level of challenge.

While developed by Broadword Interactive, the company responsible for the less-than-stellar Dreamcast

racing game, *Spirit of Speed 1937*, these screenshots reveal a game that actually looks quite good. With a release date later this year, Acclaim should hopefully have plenty of time to check out the competition and beat them at

their own game. Only time will tell which game will end up first in this competitive and grueling videogame race. We'll share the results with you readers in the coming months.

► Stephen Frost



on the actual gameplay are the graphics that we've seen from the game. We want more!



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	NAMCO	SUMMER	PLATFORM	1	EVERYONE

PS2

PERCENT COMPLETE



KLONOA 2: LUNATEA'S VEIL

The second must-have platformer for the PS2

Just as this issue was about to close, we received a wonderful present from Namco. Not expecting it at all, we were amazed to see a playable demo of

Klonoa 2 arrive in the mail. Being a huge fan of the first game, I quickly popped in the disc and waited for the game to load. Thirty minutes later, with a smile on my face, I proceeded to write this preview.

The demo is split up into two separate levels, each showcasing a different style of gameplay. The first level closely resembled what was seen in the first game, but also included a few little surprises. Klonoa now has what appear to be taunts, but we still haven't figured out exactly what they're used for or even why they were included. The other new addition is the giant cannons, which can shoot Klonoa through the air and across vast areas if he jumps into them. The views seen

from some of these aerial trips are simply breathtaking.

The other level, included with the *Klonoa* demo, has him hoverboarding on a river and jumping down waterfalls.

By hitting the shoulder buttons, you can make our lovable hero perform 360-degree spins and other cool tricks. He can also still grab nearby enemies and use them



THE DOUBLE JUMP

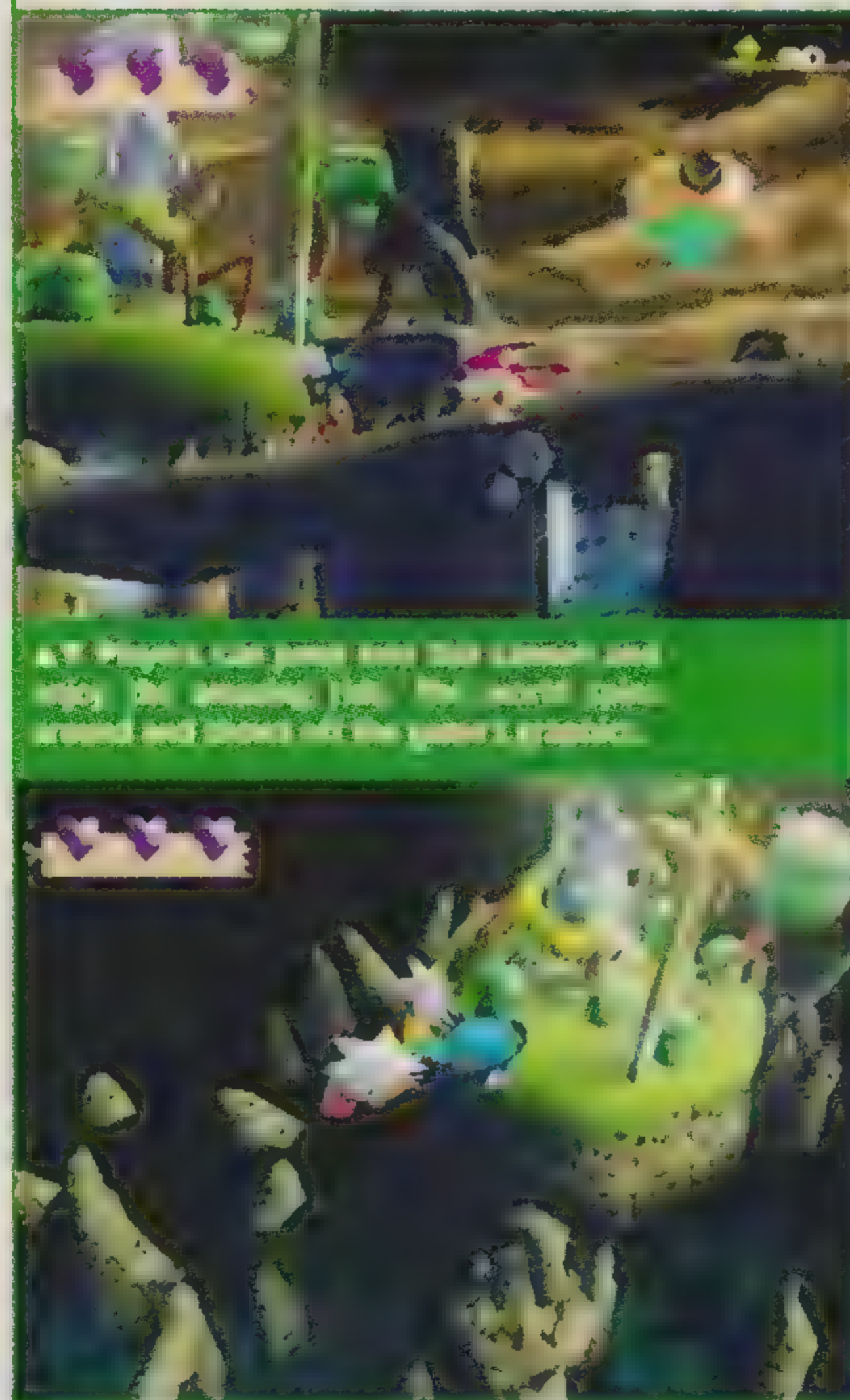
If you grab an enemy with your ring, you can double-jump with it in order to reach higher platforms and gems.





CANNON FODDER

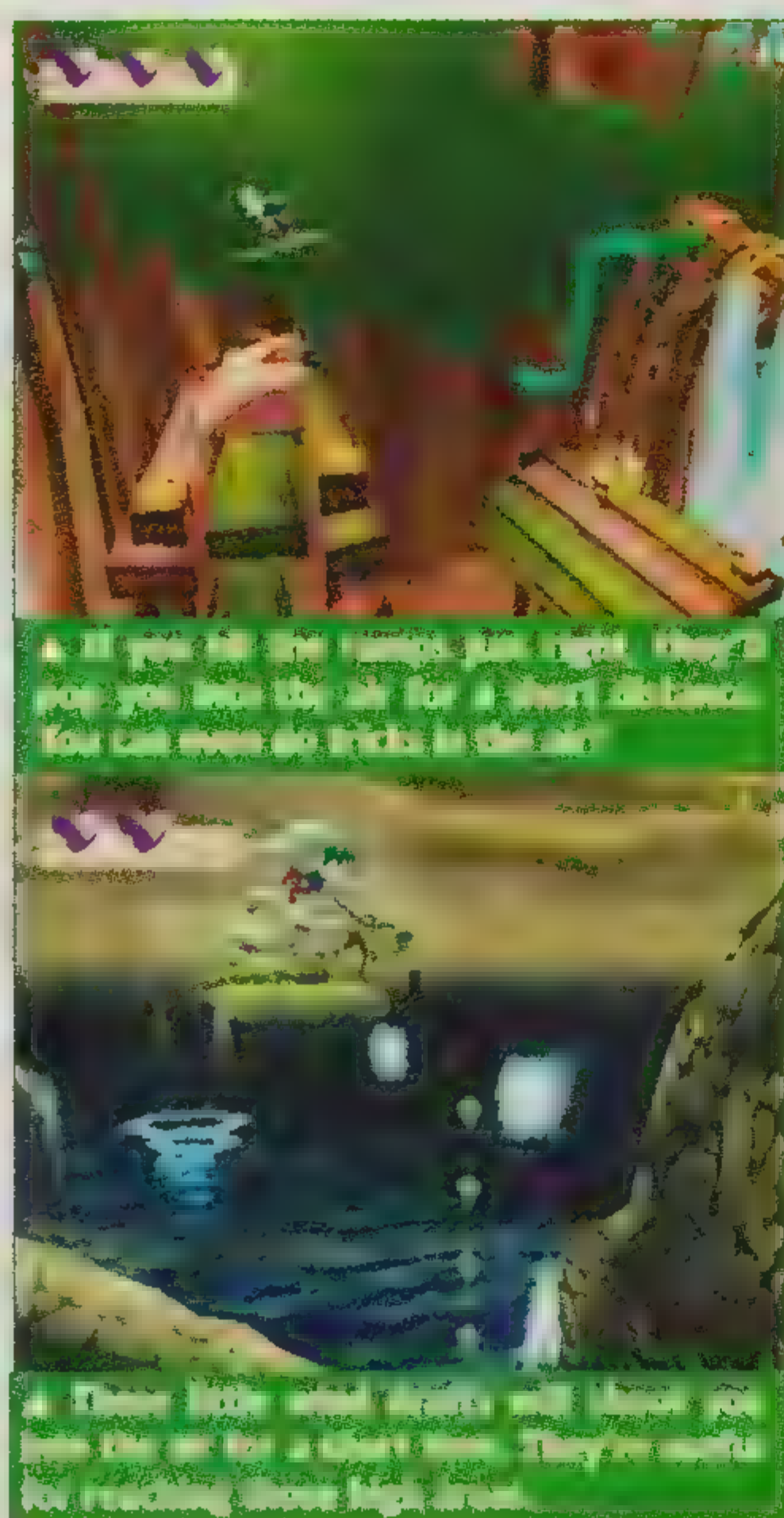
A new addition for the sequel, these strange-looking cannons can propel Klonoa through the air at blistering speeds and amazing heights.



You can already see that Lunatea's Veil will be just as fun as the original game was – probably even MORE fun!”

over obstacles and ramps. Klonoa 2 will be a classic example of gameplay that looks bad. Actually, it's not bad, but doesn't quite reach the level of realism as Gran Turismo or Gran Turismo Sport. In fact, the graphics are the completely opposite of Gran Turismo, more like an interactive cartoon than anything else. It's a bit of a disappointment, but colorful, and it's a good thing that toon-style graphics are currently all the rage. The quality of the first game was so good that it sold that well here in America, probably because most people haven't even heard about it. I think that changes with the release of this short demo, I think that Lunatea's Veil will be as fun as the original game was, and even more fun, in fact. It's a really something for PlayStation 2 owners out there.

► Stephen Frost

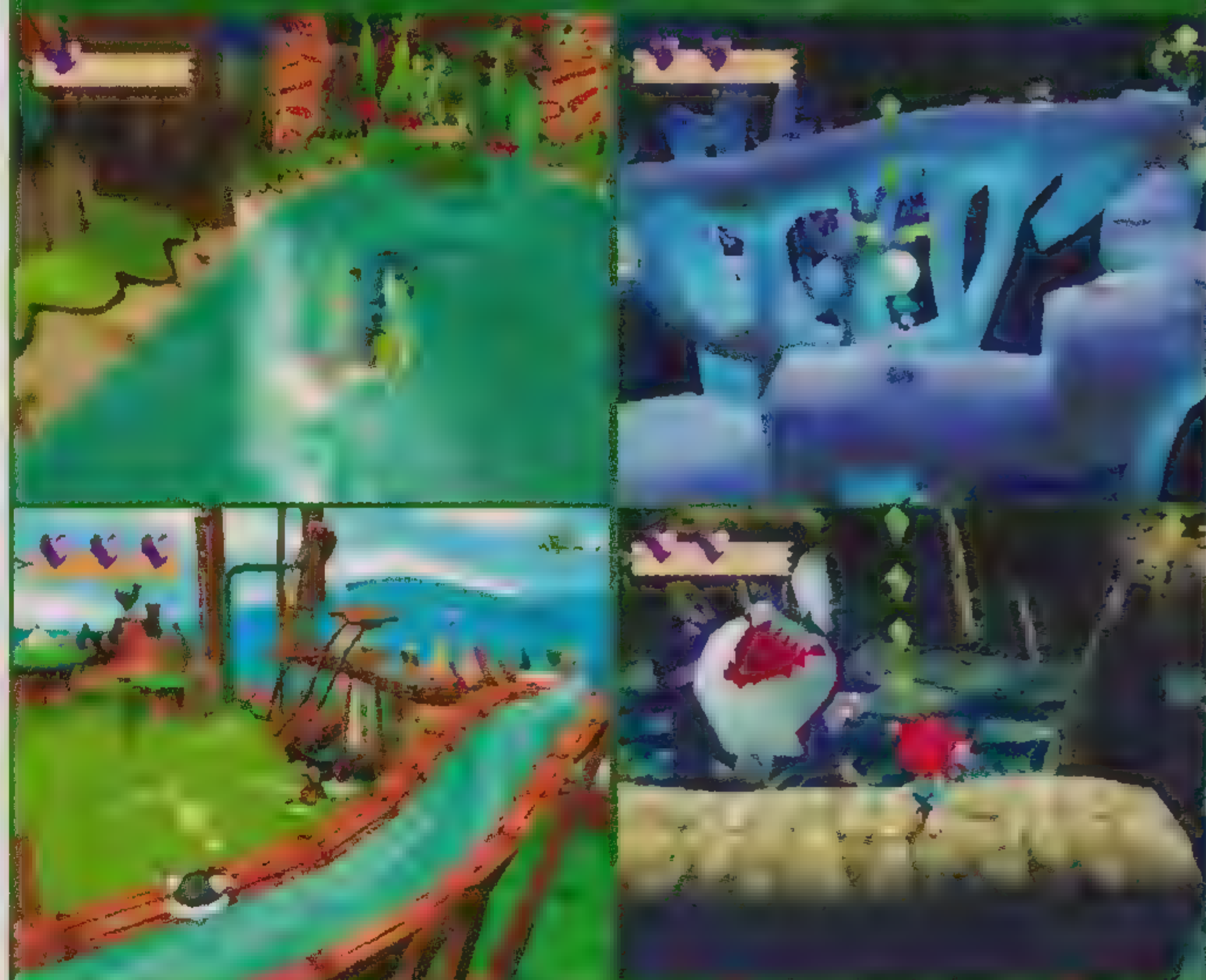


the BUZZ

Cartoony graphics and classic gameplay should do a lot to win over the hardcore PlayStation 2 owners out there.

THE SHEER VARIETY

Even in this short two-level demo, the amount of texture and design variety is quite impressive. Players can expect to see a lot of unique architecture and color usage throughout the game.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
INTERPLAY	BOWARE	'80	ACTION	1-2	T + M

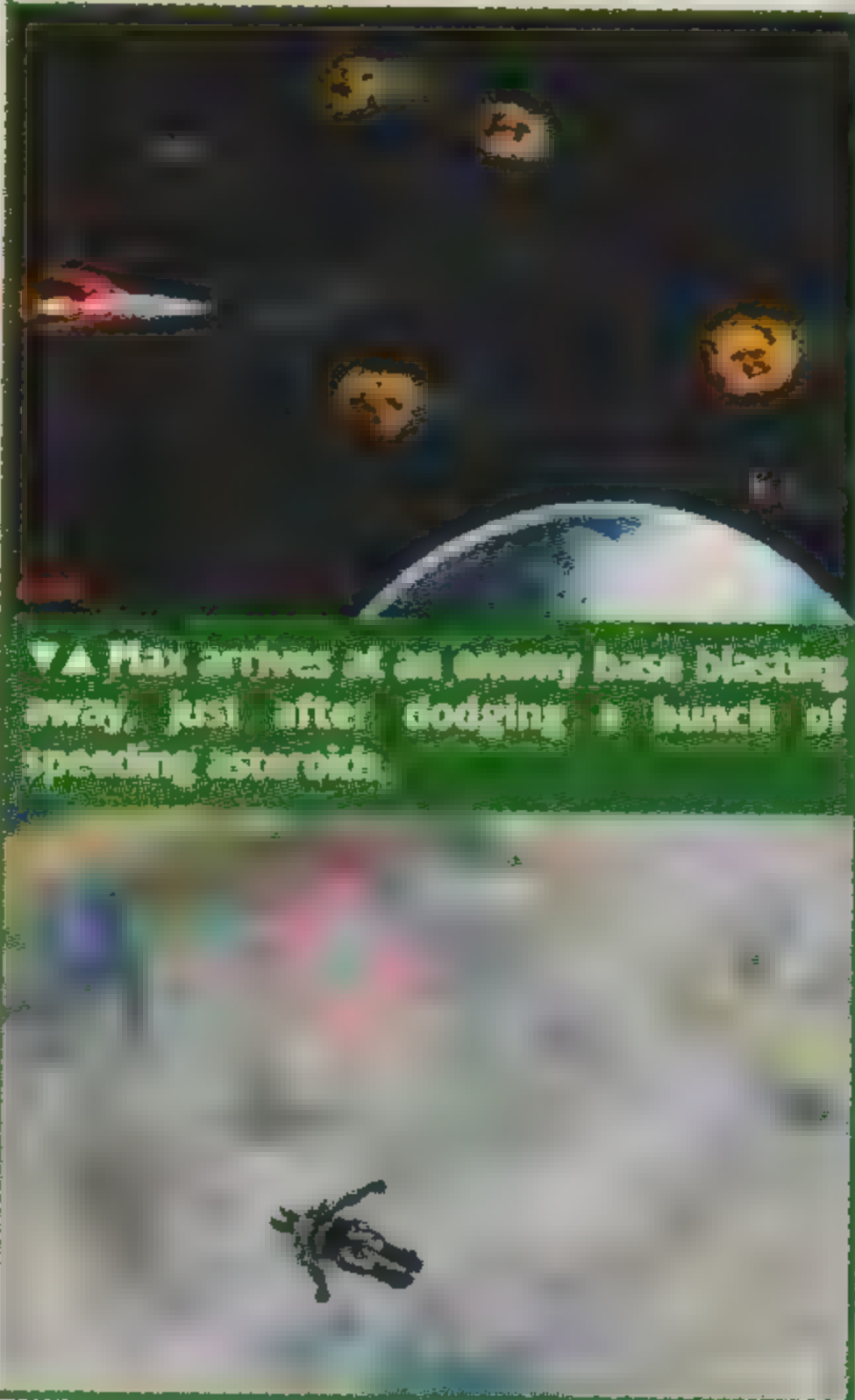
PS2

PERCENT COMPLETE

Since the first *MDK* turned out a little disappointing, the Dreamcast version of *MDK 2* surprised most of us with its unique and addictive gameplay, interesting characters and environments, and smooth graphics. Even if Interplay

MARVELOUS MINI-GAMES

Before entering a new level, you are treated to a beautiful CG sequence, and then you get to play a mini-game.



MDK 2: ARMAGEDDON

A great 3D action title gets even better

lazily ported *MDK 2* straight from DC, I'd say that PS2 owners were lucky. Instead, Interplay has decided to improve an already marvelous title with some corrections and additions.

First, the PS2 version will constantly run at 60 FPS, making movement and aiming essentially flawless. Textures should also appear sharper and more realistic. Finally, the developers will add even more levels.

For those of you unfamiliar with *MDK 2*, the game begins with players assuming the role of the hero, Kurt. He sports a tight black suit that allows him to fly, cloak himself, and snipe at enemies from afar. As you progress through the game, you'll require the help of two of Kurt's partners in justice — Dr. Fluke Hawkins and Max. The doctor helps solve tough puzzles, while

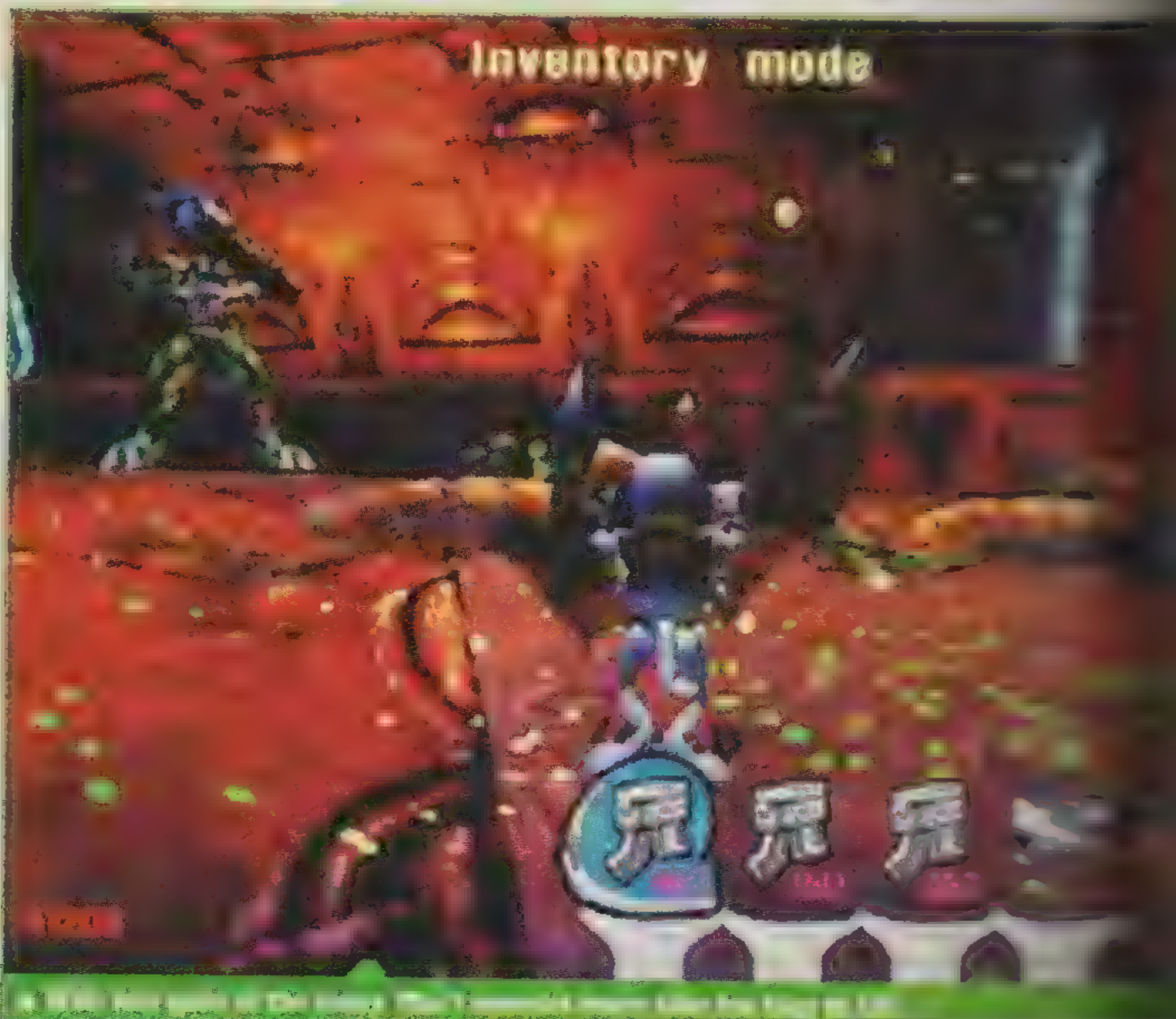
Max — a four armed dog — finds his niche in action oriented levels.

With great level designs that offer tons of variety, three characters that drastically differ from each other,

interesting puzzles, and high-powered weapons, *MDK 2* promises to entertain. Check out a full review next month.

the BUZZ

You just can't go wrong with a dog who has four arms and four big automatic weapons to efficiently waste enemies. Good dog!

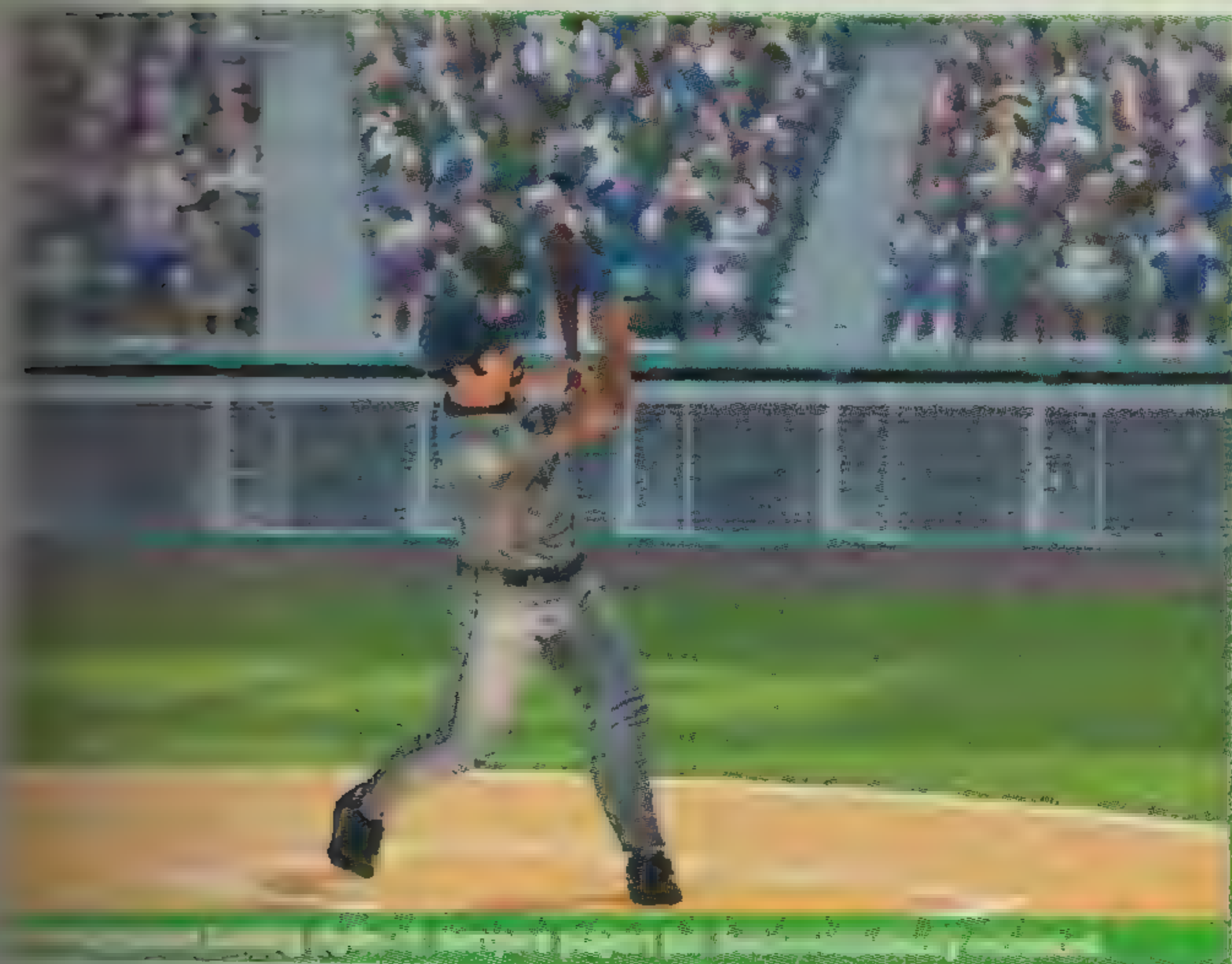


DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
EA GAMES	SPRING	SPORTS	2	EVERYONE

PS2

PERCENT COMPLETE

90%



THE REAL DEAL

Games like *Madden 2001* have scored several points for realism. *TP 2002* should benefit from the wealth of EA Sports' games already developed for the PlayStation 2.



TRIPLE PLAY 2002

The 6-4-2 has never looked so real in a game before

The familiar faces at the arch, fresh off *Triple Play 2001* for PSX and PC, bring the series to PS2 under the EA Sports banner. EA Sports' universal praise for the 2001 sports games, the company's goal to raise the bar for 2002.

EA Sports will have all the official 2001 team schedules and stats. EA Sports will come to expect, EA Sports will have the exclusive rights to the 2001 League Challenge, a home run to 12 of the league's finest players. EA Sports will have the realism of the 2001 team modeling and facial features. EA Sports will have the big name players, all 30 of them recreated from their real-life counterparts. EA Sports will have the real-time lighting, park

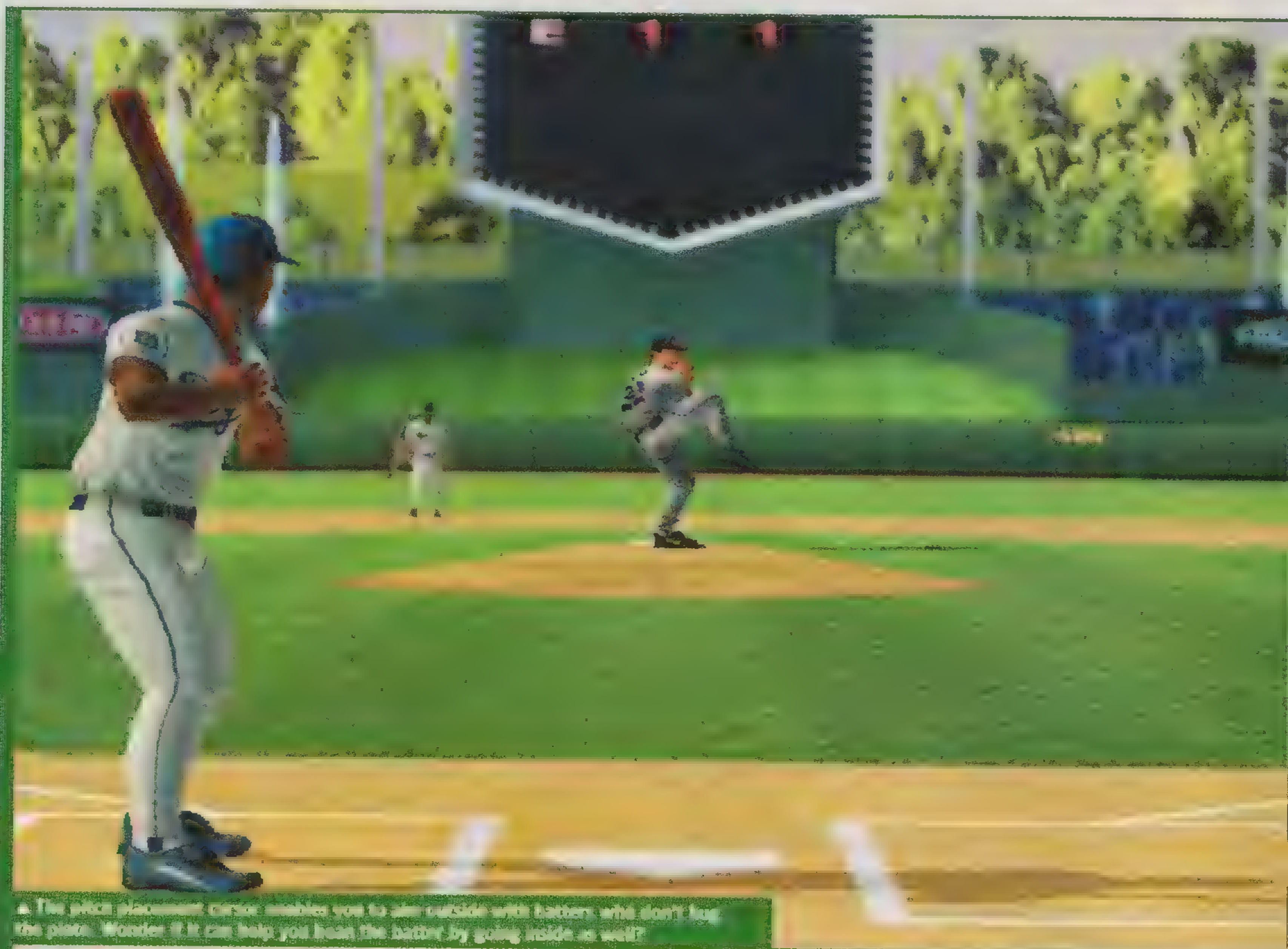
animations, and crowd reactions. But the major strides are being made in gameplay. Improved intelligence for "player urgency" should result in better fielding and throwing options, and a visible strike zone and a pitch

placement cursor enable players to work the batter. *TP 2002* will also feature two new camera angles — a fielding camera and a new pitcher/batter interface (both with better field-depth effects) — and inno-

vative analog face button pressure sensitivity to determine how fast the ball is thrown.

Be in attendance as the boys of summer take the field this spring.

► Tommy Layton



EA Sports' universal praise for the 2001 sports games, the company's goal to raise the bar for 2002.

EA Sports will have the realism of the 2001 team modeling and facial features. EA Sports will have the big name players, all 30 of them recreated from their real-life counterparts. EA Sports will have the real-time lighting, park



T.J. Lavin's helpful hints on backyard landscaping.

1. Kill all living plants and lawn
2. Truck in dirt
3. Build huge jumps
4. Watch for signs of stray flowers
5. Kill stray flowers
6. Truck in more dirt
7. Build bigger jumps



GAME BOY
COLOR



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Featured Riders:

T.J. Lavin
Fuzzy Hall
Jamie Bestwick
Colin O'Connell
Brian Foster
Chris Boyle
Mike Ardelean
Dave Freimuth
Chris Duncan
Matt Berger

Music By:

Bottommouth Kings
P.O.D.
SR-71
Ghoul spoon
Millecollin
Frenzy Rhomb
UXB
187
Hotwire
Unwritten Law

2000 Gravity Games Gold Medalist

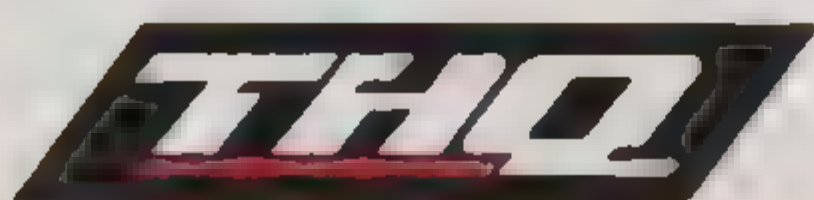
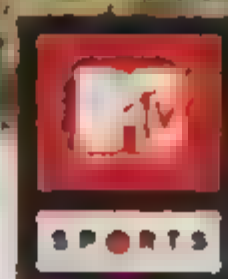
2 Time X-Games Champion

2 Time King of Hill

T.J. LAVIN'S

ULTIMATE

BMX



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T.J. Lavin's actual backyard

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE
KOEI	KOEI	MARCH	ACTION	1	TEEN		



WINBACK *Koei's action star is looking a whole lot better on PlayStation 2*

O riginally released on the Nintendo 64, *Winback* was one of those titles that took a long time to get from the concept table to the store shelves. It ended up being a decent game, but still had its share of problems. Now it's

getting its second chance at life on a far more powerful console.

With a storyline straight out of a James Bond film, *Winback* throws you into the boots of one Jean-Luc Cougar, a special government operative. A terrorist organization has taken over

the control base for a weapons satellite and is using it to destroy its enemies. You've been ordered to infiltrate that base and regain control at all costs. Unfortunately, the satellite only takes four hours to recharge, so you don't have much time.

Like in *Metal Gear Solid*, the key to this game is stealth. You have to use the environment around you as cover and take out soldiers, one at a time, before they even know that you're there. To make things easier, Jean-Luc has the ability to lock-on to enemies (if they're in your sight), pop-out from where he's hiding, shoot them and then pop back in. It may seem a bit complicated, but it's actually quite easy once you spend a few minutes learning the controls.

The N64 version of the game suffered from an excessive usage of pop-in (to hide pop-in), inconsistent frame rates and a low overall visual quality. All of these problems have now been addressed in the PS2 version. The game actually now sparingly uses pop-in. Frame rates are smooth, with no slowdown to speak of. C2



HIDE AND SEEK

Jean-Luc can hide behind objects and then pop out for a quick shot. You'll need to use this ability quite a lot in this game.

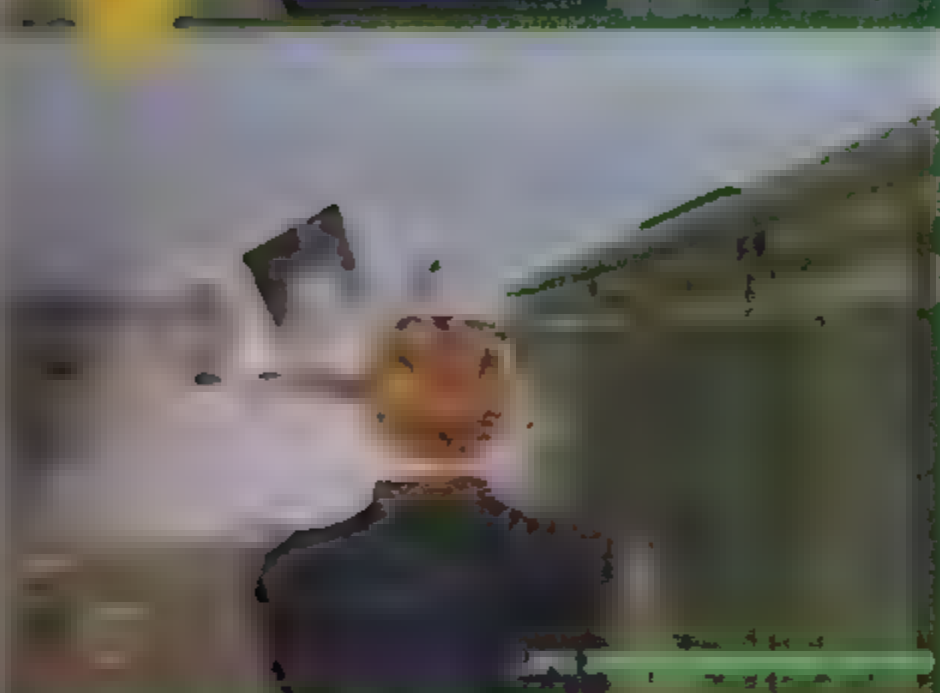


PSM BREAKDOWN

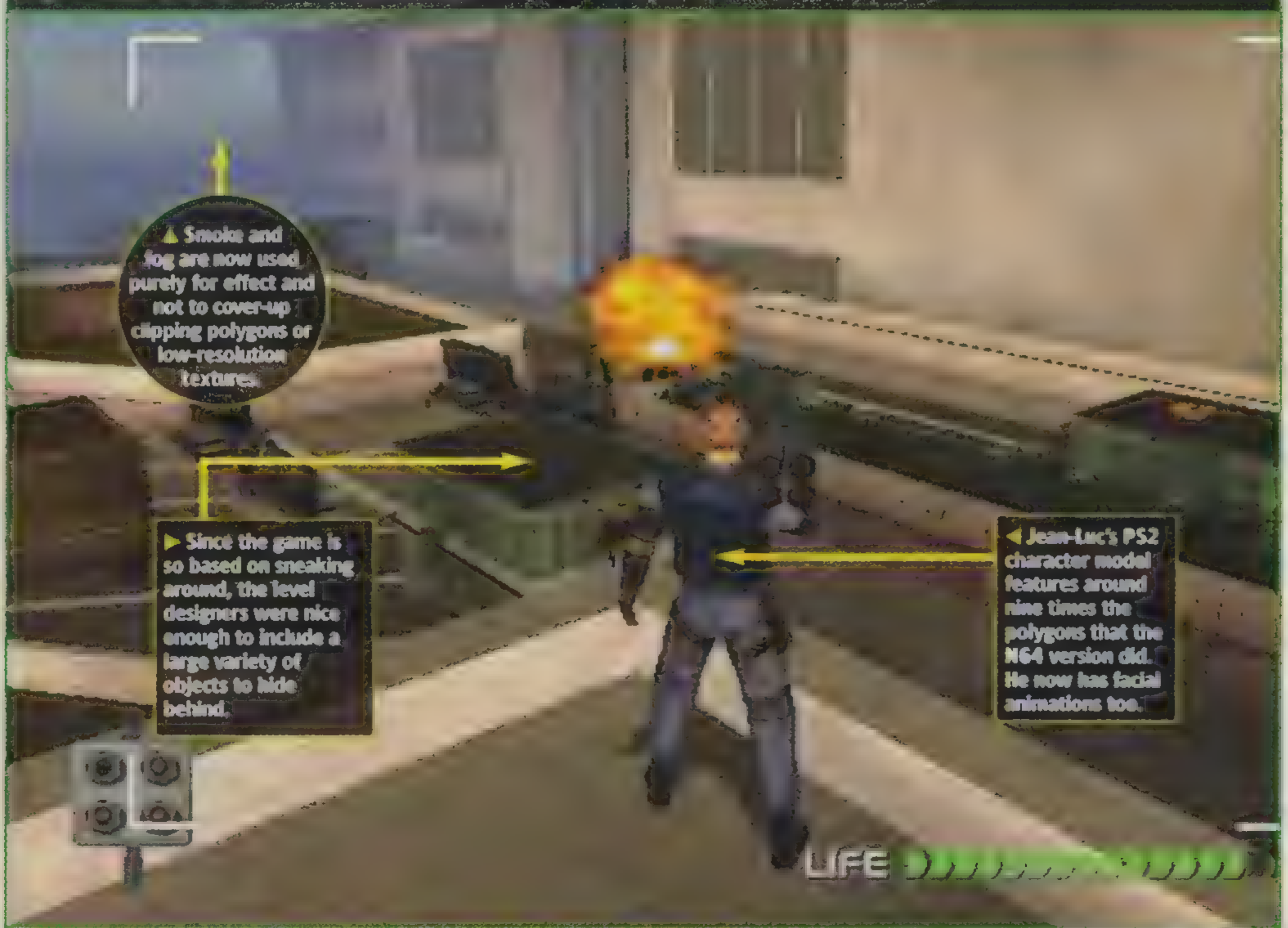
An up-close look at the game in action

DESTROY THE ENVIRONMENT

Until your enemy is hiding behind the object and then blast it. Your enemy will take extra damage from the explosion and flying debris.



It's obvious that you can use the environment to your advantage. As you can see, you can also use them to take out enemies who are hiding.



This could very well end up as the title that gamers' need to blow things up"



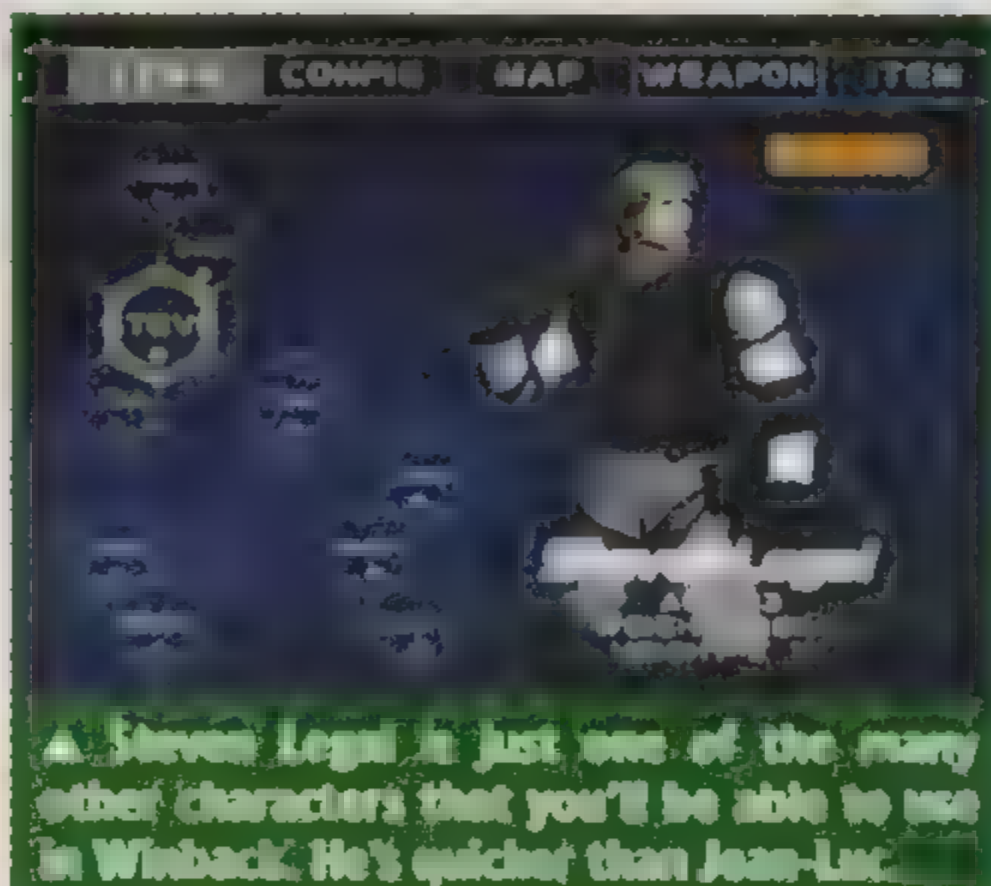
These feature nine times the polygons of the originals and now have facial expressions and detailed finger and hand movements. Even the backgrounds have been enhanced with over 256 colors now in each scene, and the number of colors being used has gone from 16 to 256.

What's amazing is that these are some of the overall changes that the game needs to implement before the game is completed this March. And considering Metal Gear Solid 2 doesn't come out until next Fall, this could very well end up as the title to fulfill all the need to blow things up.

► Stephen Frost

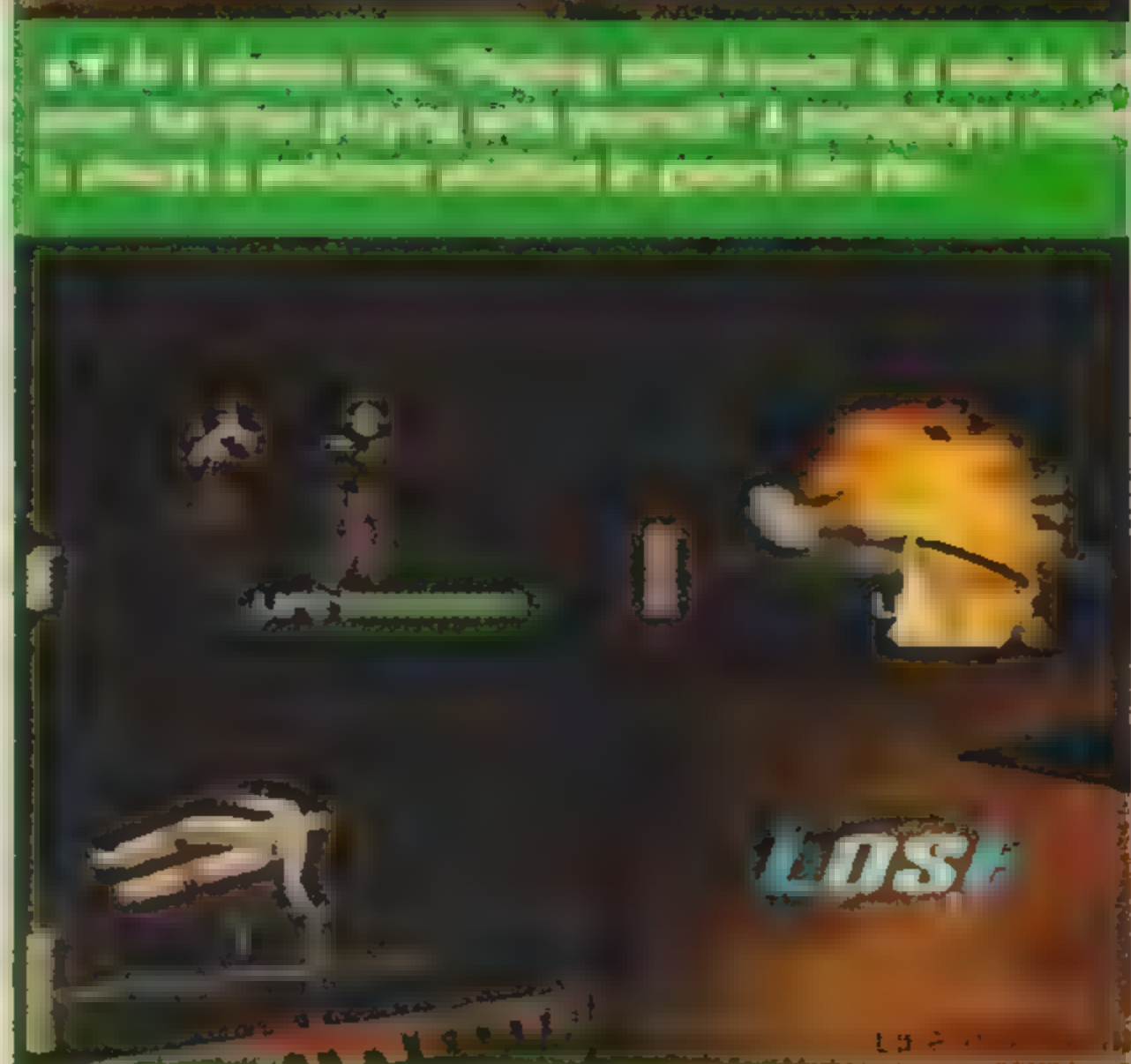
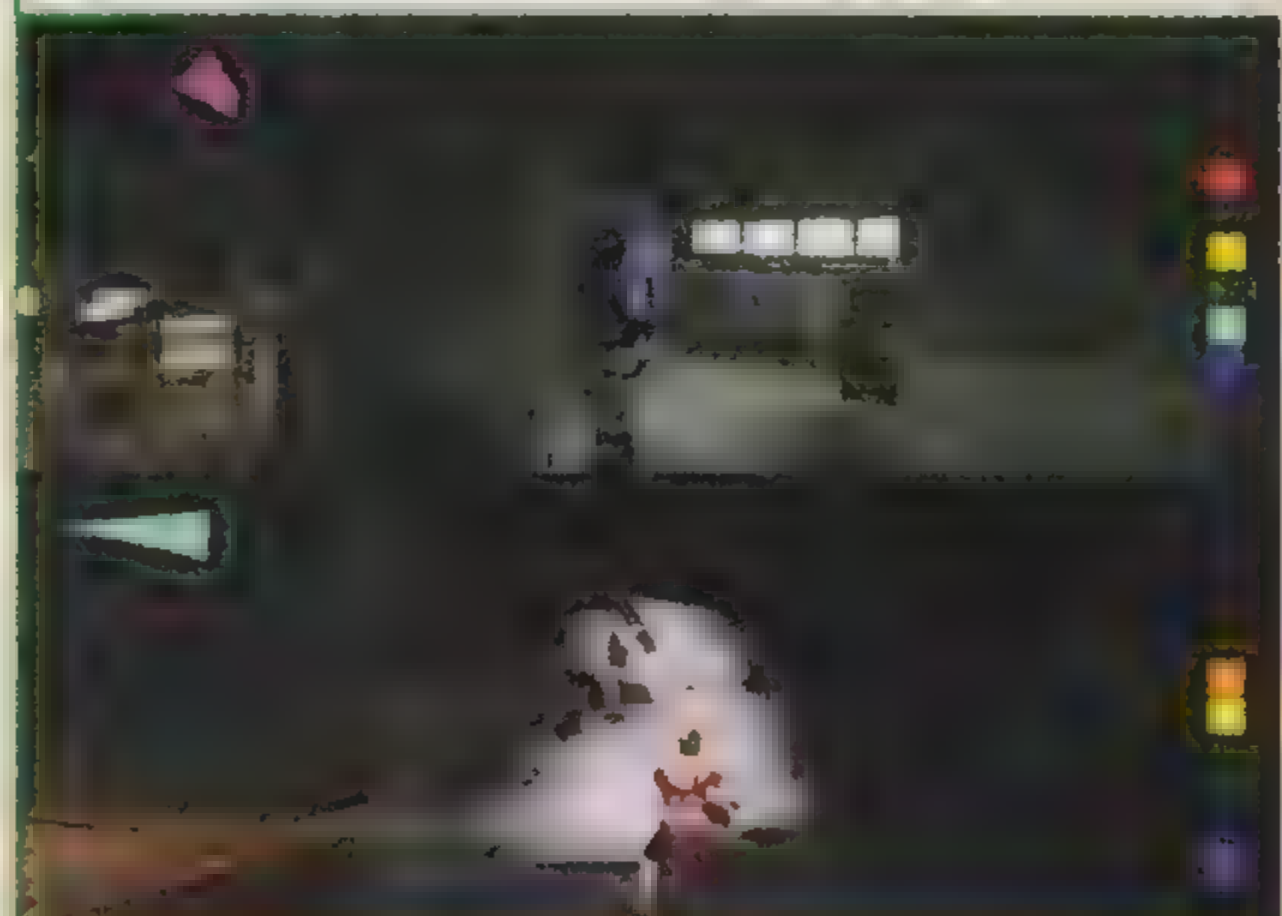
the BUZZ

With its James Bond-style storyline, smooth framerate, and highly detailed characters, this title should be a big hit.



MULTIPLAYER MAYHEM

The multiplayer mode adds a lot of replay value to the overall experience. The framerate is both smooth and consistent, even when playing against three other players.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	NAMCO	MAY	SHOOT 'EM UP	1-8	EVERYONE

PS

PERCENT COMPLETE

POINT BLANK 3

Drs. Don and Dan get down and dirty

Q uick on the heels of *Time Crisis: Project Titan*, Namco will release another hot shooter with GunCon compatibility, only this one is family-friendly. *Point Blank 3* is a lighthearted, zany, non-violent shooting gallery party game that will once again feature Dr. Don and Dr. Dan as the oddball guides. Known as *Gunbalina* overseas, *Point Blank 3* was never a sure bet to launch stateside, but any title with more than 80 individual mini-games is sure to have something for everyone.

PB 3 will have five different game modes to sift through. The Arcade mode is a port of the coin-op with

single-player and two-player cooperative gameplay. The Endurance mode challenges you to shoot through as many stages as possible while maintaining HP. The Training mode enables you to practice your skills at various levels of difficulty. The Versus mode has you trying to outscore a field of 2-4 players, and the Party mode offers games for up to 8 players. Look for *Point Blank 3* in May.

► Tommy Layton



the BUZZ

There's a mind-boggling amount of mini-games and five modes of non-violent shooting fun for the whole family.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
TBD	Sidhe	Q1 2002	ACTION/ADVENTURE	1	TBD

PS2

PERCENT COMPLETE



THE DRUID KING

Get to know Vercingetorix

W e at PSM are big fans of the Gallic tribe of Averni and its war-chieftain and Druid priest Vercingetorix, but it seemed a bit random that little-known

developer Sidhe Interactive would up and recreate the short-lived rebellion of Gaul's guerrilla tribes against the Roman Empire in 52 B.C.

The Druid King is a third-person action/adventure title that gives gamers control of Vercingetorix, who unites the warring tribes of Gaul against Emperor Julius Caesar's advancing Roman forces. Cunningly cutting off Roman supply lines, he claimed a few crafty victories in unforgiving terrain before the Romans converged on him in an Alesia fortress.

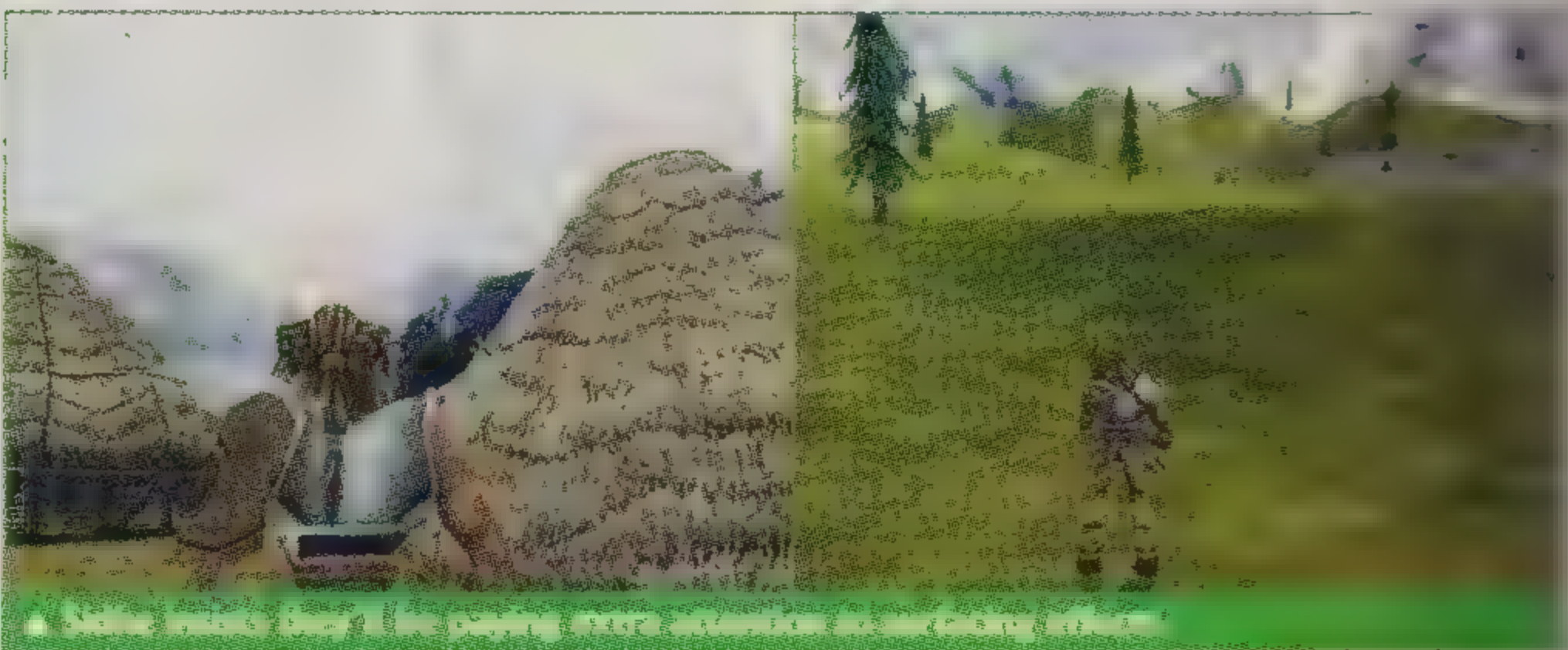
While we don't yet know how Sidhe will handle the story, it's obvious from the screens that they're working in massive environments, and they hint that the battle system will be unique.

Look for the related movie and movie in the near future, and for Sidhe's game early next year.

► Tommy Layton

the BUZZ

With the popularity of *Gladiator*, *The Druid King* could capitalize on its similarly epic storyline.

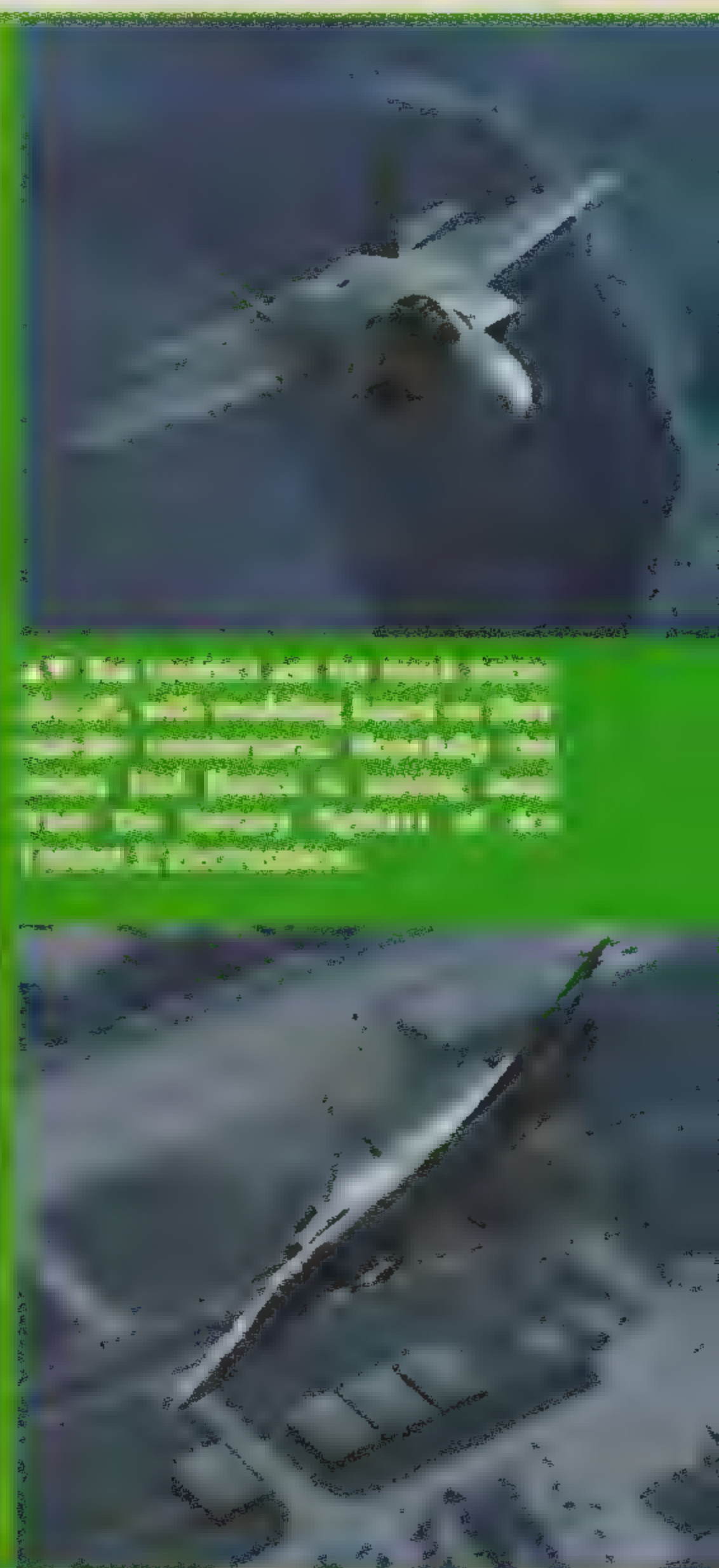


DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
NAMCO	FALL	FLIGHT COMBAT		TO BE DETERMINED

PS2

PERCENT COMPLETE

50%



We normally don't like to put the cart before the horse, but you've got to expect a quality PlayStation series like *Ace Combat* was going to make its way to PS2 eventually. The good news came in December, accompanied by some screens revealing very detailed mission briefing (based mostly on modern jets, rather than more futuristic concepts) and impressive atmospheric backgrounds, along with the news that *Ace Combat 4*

ACE COMBAT 4

PS2 inherits the fierce flight combat series

(tentative title) would be DVD-based. This time, the fourth installment in PlayStation's best-selling flight combat series promises a deeper, more engaging storyline to complement the

healthy balance of the well-crafted, two dozen-plus missions.

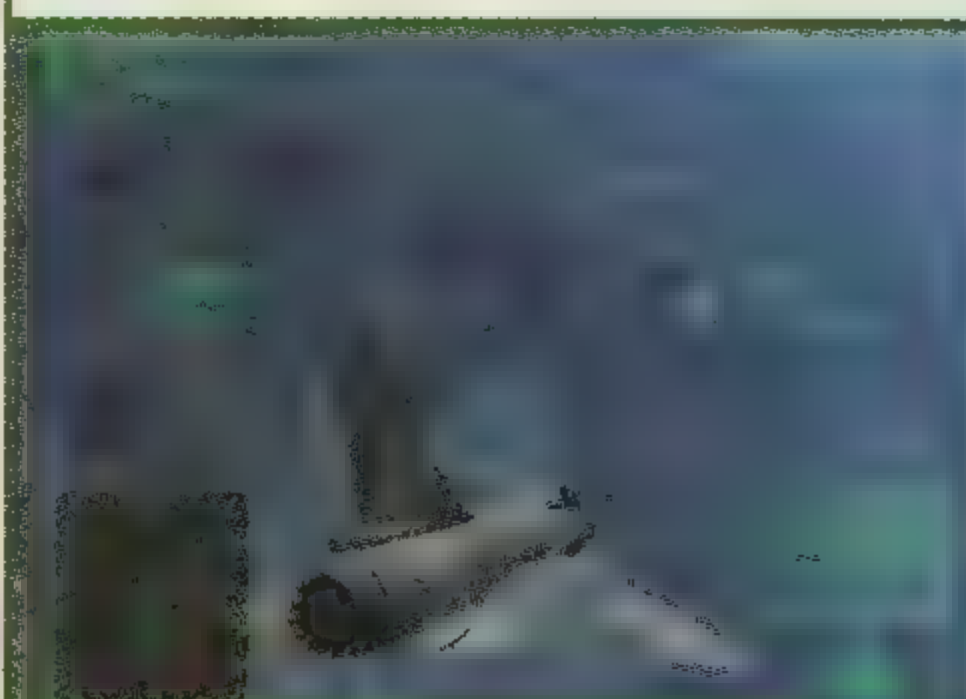
While *AC 4* takes place in the not too distant future, the premise is that rival nations in peacetime build and maintain their own arsenals, creating a delicate balance of power waiting for something to set off the powder keg. Enter a meteor that begins to shower the land with meteorites, resulting in chaos, and one nation seizes the opportunity to launch an all-out war.

The lack of multiplayer modes may be the one thing that has detracted from the series, and there's no word yet on plans for split screen, firewire or online dogfighting, but Namco's got time to flesh out this title. We'll have more details as they become available.

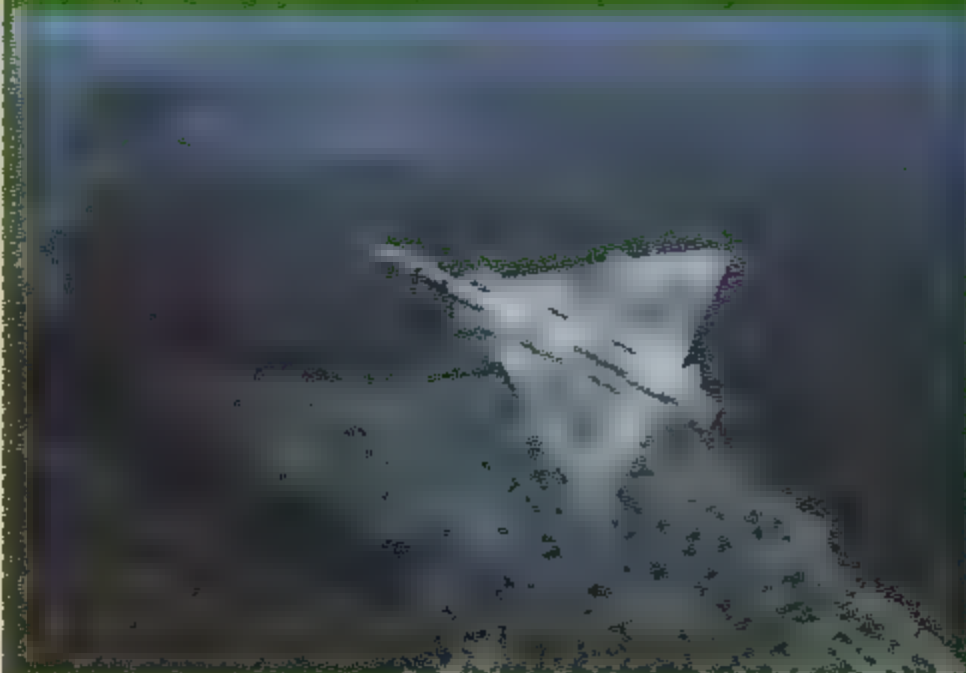
► Tommy Layton

THE SKY ABOVE THE MUD BELOW

Attention to detail makes bombing Downtown into the Stone Age very realistic!



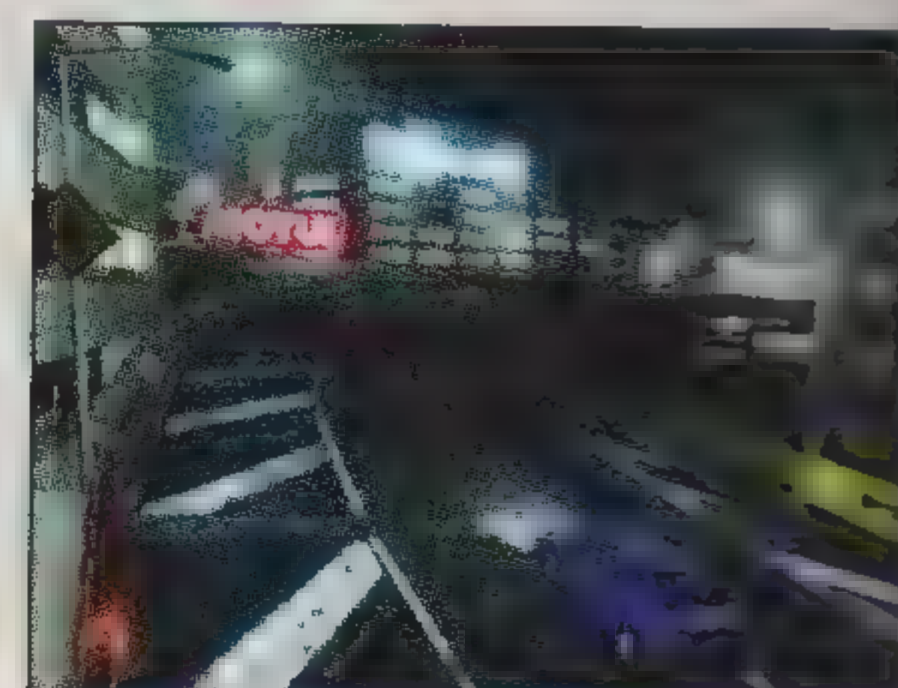
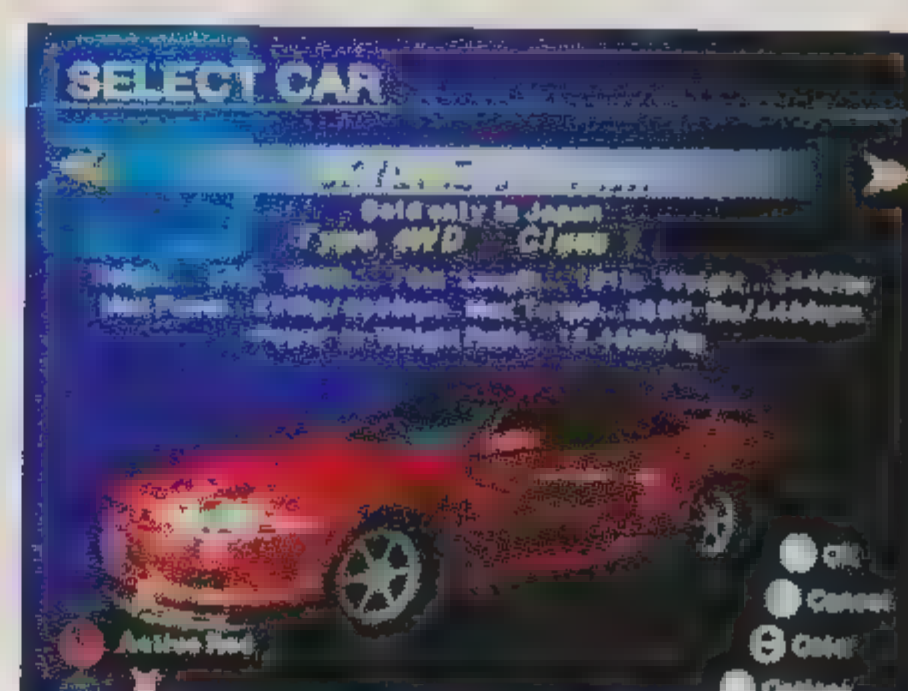
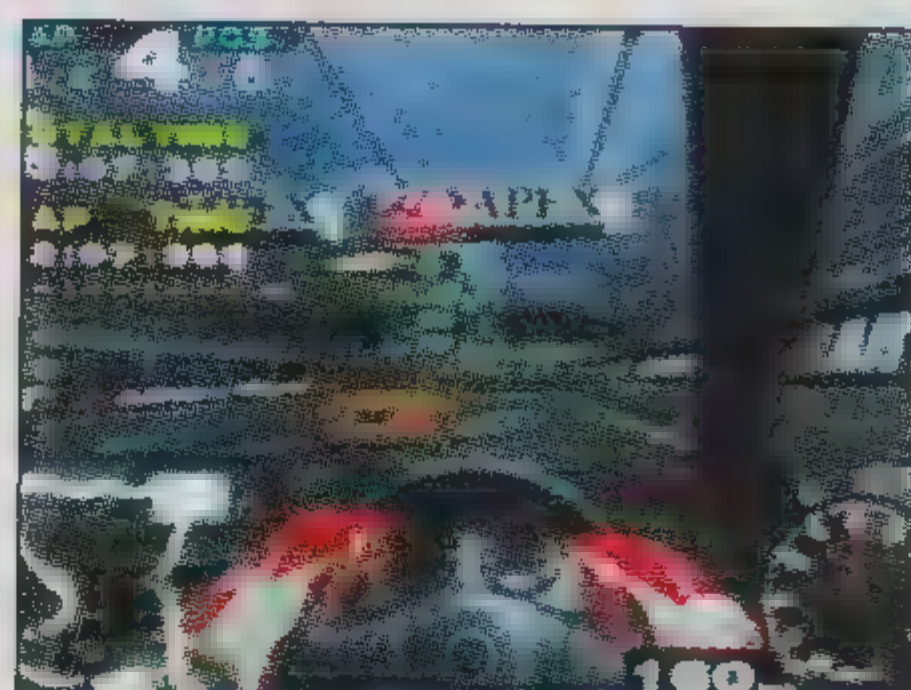
▼ Check out the detailed, photo-realistic backgrounds. It would be an honor to crash down there.



the BUZZ

The best-selling series, known for great single-player missions, is shaping up nicely with great visuals and a deeper storyline.

BRAKES ARE FOR SISSIES



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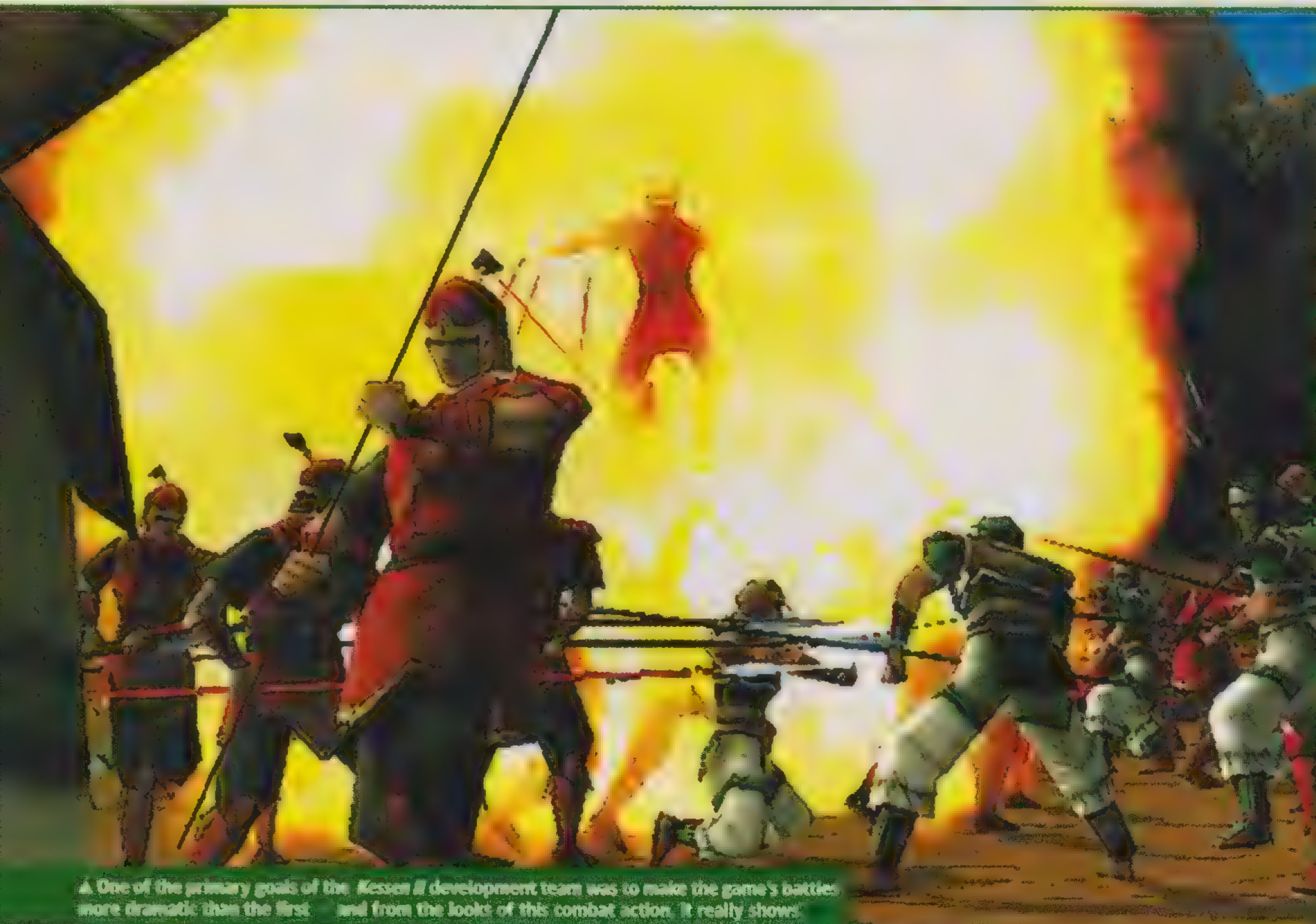
SQUARESOFT®

**PICK A WORLD
WE'LL TAKE YOU THERE**

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
TBA	KOEI	TBA	STRATEGY	1	PENDING

PS2

PERCENT COMPLETE



▲ One of the primary goals of the *Kessen II* development team was to make the game's battles more dramatic than the first—and from the look of this combat action, it really shows.



▲ Each army will have their own unique units to supplement the capabilities found in the first game.

▼ Another addition will be the ability to take direct control of your general on the battlefield. Right to lead the and lead specific units into combat.



The vast plains and forests of ancient China serve as the backdrop for *Kessen II*, the follow-up to PS2's first-wave strategy title from Electronic Arts and KOEI. More than just a prettier game with new scenarios, the game is poised to be a big deal for war sim buffs.

The biggest visual and gameplay change right off the bat will be the number of troops visible on-screen at once. In the original *Kessen*, this number maxed out at 100. *Kessen II* will feature up to 500 troops battling simultaneously. On top of this, the variety of terrain will also be greater, including thick forests, bridges, and even moving barges.

KESSEN II

PS2 takes to the battlefield once more

Players will now have spell casters in their arsenal, who are capable of unleashing devastating magic attacks. Borrowing a page from KOEI's *Dynasty Warriors 2*, players will also be able to assume control of their generals, guide them around on horseback, and even fight on their own.

The game's developers are also paying extra attention to improving the

troop AI. The way allied units interact with and support each other promises to be far more realistic and will undoubtedly open up a whole new set of strategies for players to utilize.

There's still no set date (or publisher, either) for the release of

Kessen II the U.S., but you can see the surface on these shores by year's end.

► Randy

the BUZZ

Already looking bigger, better and deeper than the first game, *Kessen II* could be one for strategy game fans everywhere.

SWORDS AND SORCERY

One addition to your army's arsenal will be a sorcerer (or sorceress) who can utilize powerful magic in battle.



▲ Lightning strikes are just one of the powerful magic attacks that you'll encounter with the new sorcerer and sorceress.



▲ A 2000-ton moving barge can be used as a weapon, too.

DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
THINK PYRO	SUMMER	ACTION/STRATEGY	1-2	TEEN

PS2

PERCENT COMPLETE

70%



COMMANDOS 2

Allied troops invade the PS2!

Popular on the PC, the *Commandos* series is now planning to wage war on the PS2. Players take control of a squad of Allied troops during the war, as they attempt to successfully complete 12 challenging missions. Each of these troops has a different specialty, such as sniping, combat or hiding in shadows, so the challenge is in using them in the right situations.

Featuring a third-person perspective which helps to give you a clear view of the environment, each of the game's levels can also be zoomed into on the fly. It is, however, only when you're inside a building or underwater that you can actually rotate the camera a full 360°.

With highly detailed visuals that rival that of its PC counterpart, a well-



the BUZZ

With detailed visuals and controls that are very intuitive, this could be the game that breaks the strategy genre wide open!

designed interface, and intuitive controls, *Commandos 2* may very well be the game that brings the strategy genre to the mainstream audience. And if it does well, we could start to see a whole slew of strategy titles appearing in the console world.

► Stephen Frost



DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
THINK PYRO	FEBRUARY	ACTION	1-2	TEEN

PS

PERCENT COMPLETE

95%



METAL SLUG X

Old school action returns for one last hurrah!

Wow! This is truly a godsend for a system that rarely receives 2D action games, let alone good ones. *Metal Slug X* is essentially *Metal Slug 2* with a few

minor superficial enhancements.

There are new items and weapons to collect, in addition to a few more enemies and character animations. Unfortunately, these improvements did not extend to the graphics; *Metal Slug X* remains identical to the Neo Geo version.

For those of you entirely unfamiliar with the series, *Metal Slug X* is a fast-paced action game that mimics *Contra*-style gameplay. Basically, blast through hordes of enemies, and

the BUZZ

This is one of the few titles that actually matches the fast-paced action of the *Contra* games. Lock and load!

destroy a breathtaking boss at the end. You'll have an array of weapons and vehicles at your disposal, including lasers, flame throwers, tanks, camels, and airplanes. The variety of gameplay is definitely *Metal Slug X*'s strong point.

Check back next month when we'll have a complete review for you.

► Tokoya

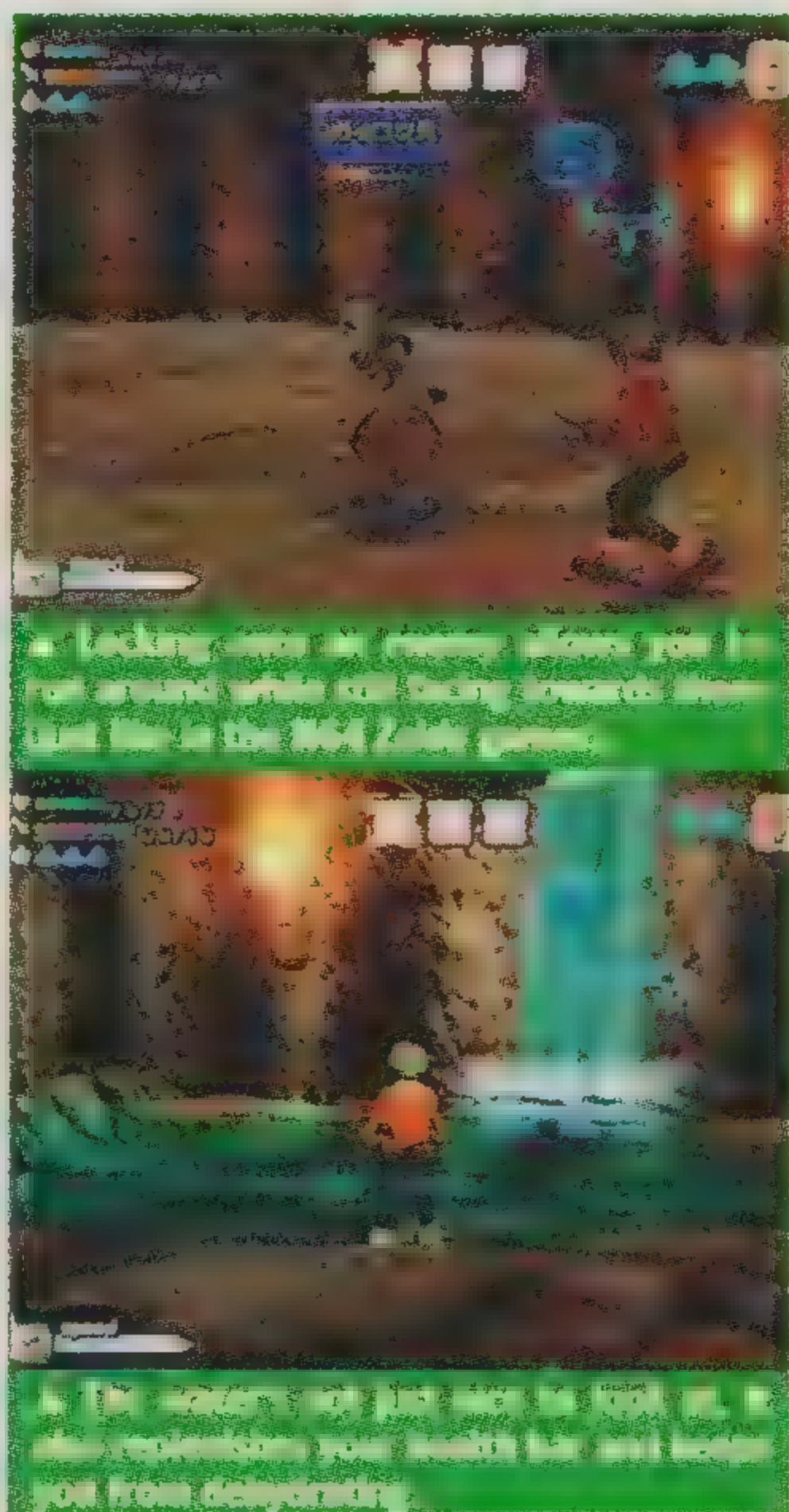


...two, you'll perform a more powerful attack. Since each of the playable characters have different attacks, the strategy is figuring out which character to use against different enemies.

Adding to the challenge is the fact that weapons are not indestructible. Like most games, the more you use a weapon, the weaker it will become. In fact, if you're not careful, weapons can actually break and become completely useless. If your character's energy gauge gets low, you can replenish it by using a special item which you can find in the dungeons or purchase from shops.

Dark Cloud has a few innovative gameplay elements and some really nice visuals — we just hope that the game doesn't end up getting too repetitive. We'll know soon enough, as we expect to send us the first review version of the game shortly. Stay tuned to let you know how it is.

► Stephen Frost



the BUZZ

While not as deep as hoped for, the game does have enough innovative features to interest the typical RPG fan.

TIME TO SAVE YOUR TOWN

The most interesting element of *Dark Cloud* is the ability to rebuild the different towns in whatever design you want. After finding the various pieces of a town in the dungeon, you can piece together the different buildings and then place them anywhere you want.



▲ This Georama-type gameplay is what makes *Dark Cloud* so different from other RPGs. Your mission is to pretty much recreate all of the destroyed villages.

Dark Cloud has a few innovative gameplay elements and some nice visuals — we just hope it doesn't get too repetitive.

PSM BREAKDOWN

An up-close look at the game in action



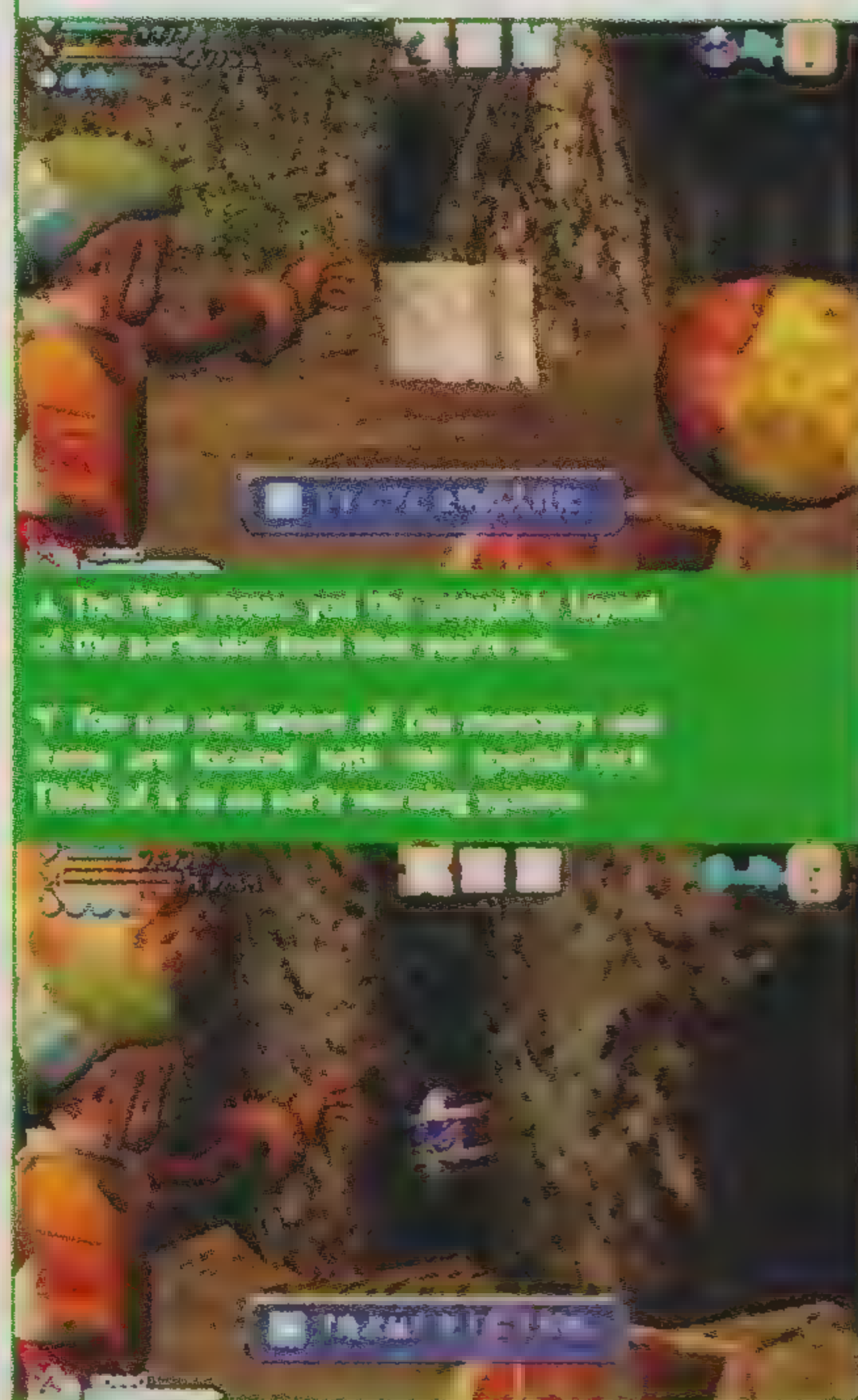
When the health gauge is full, you'll notice a small amount of water. You can use this as you move forward, and it will help to replenish it to avoid depletion.

► These marks indicate that Joan is locked-on to an enemy. This means that no matter where he moves, the camera stays centered on his foe.

▲ The dungeons are randomly-generated, and are never the same twice. You uncover the map as you move through the rooms, but if you find the Dungeon Map, everything

DUNGEON MUST-HAVES

In each level of every dungeon, there are two items that you will always want to find. The quicker you discover them, the faster you'll be able to progress through the level.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
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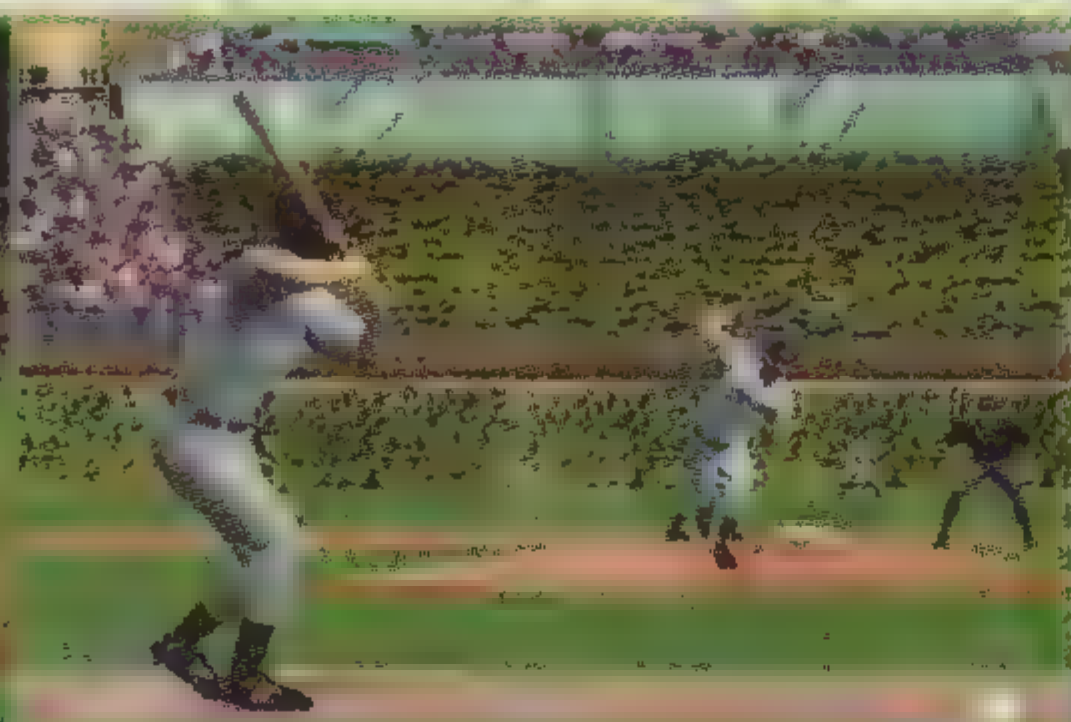
PS2

PERCENT COMPLETE



PERFECT FIELDS

The developers spent a lot of time making sure that the different baseball fields were extremely accurate. Everything from the plants on the sidewalls to the billboards have been reproduced exactly.



ALL STAR BASEBALL 2002

America's past time could help to ensure Acclaim's future

Fans of America's favorite pastime will surely be pleased to know that they're finally getting an opportunity to play ball on the PS2. Better yet, *All Star Baseball* has received nearly two years of development and a substantial

facelift, and we're guessing that the first of Acclaim's rebranded sports efforts will be hitting a home run. The latest in a series of titles that have graced consoles from the Saturn to the N64, *ASB 2002* will feature updated gameplay, shiny new visuals, and even

Internet compatibility, although we don't yet know to what extent.

Featuring over 700 players and 30 teams, the game returns with a revamped and thorough management system. 8-MB of memory means gamers will be able to save entire

careers worth of data and statistics, not to mention creating custom players. The player modes are more detailed, with realistic uniforms and hair types.

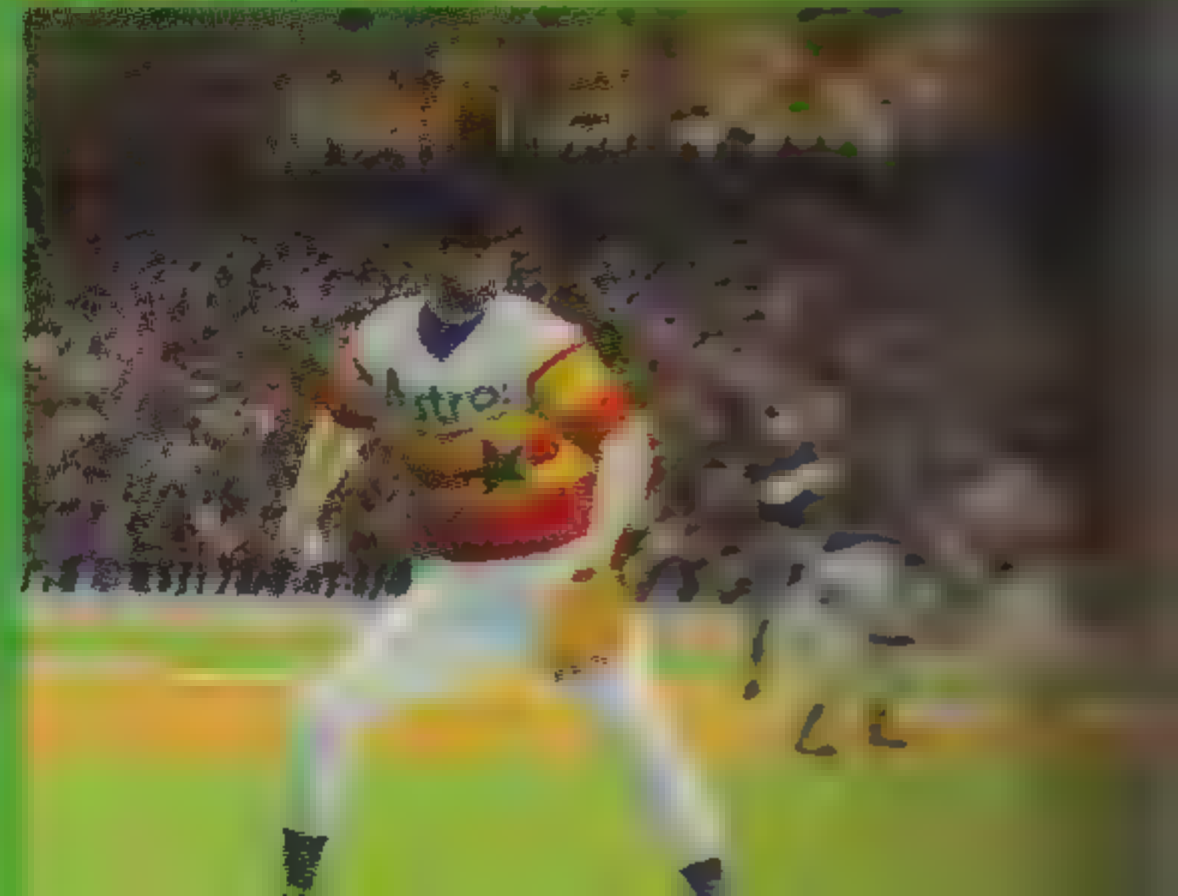
That detail extends to the game's visuals, too. 5000 polygons, 100 animations, and 150 batting and pitching deliveries add more realism to the action, while the detailed stadiums lined with fans further blur the line between interactive and the televised.

Given that there are so many excellent sports titles already out there for the PS2, we're excited to see that baseball hasn't been neglected. The game should be available in March, giving sports fans the opportunity to get a head start on the season.



the BUZZ

With an amazing attention to detail and improved motion capturing, *All Star Baseball 2002* should be one sweet sim.





The sequel to one of the PC's most ground-breaking titles

PUBLISHER

DEVELOPER

RELEASE DATE

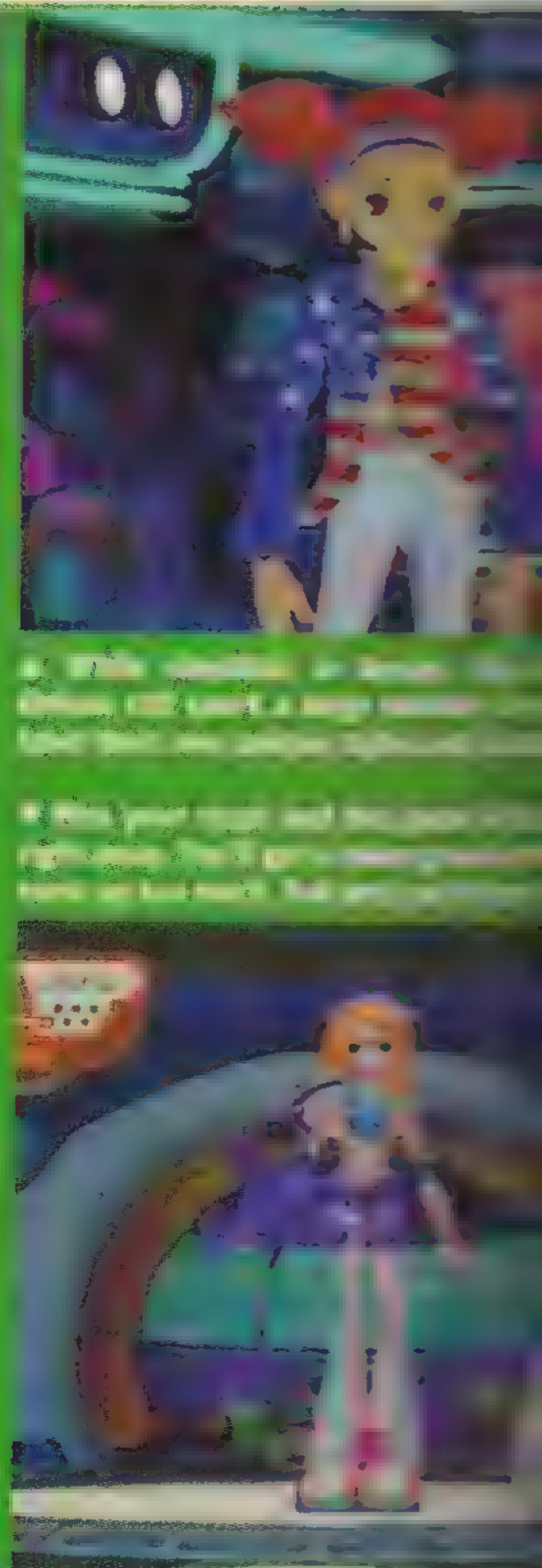
TYPE

OF PLAYERS

ESRB RATING

PS2

PERCENT COMPLETE



It's the future, and you're in a city ruled by Ducker, an evil, evil man who sits on a plastic duck. Ducker has reduced the masses to a masked homogeneity. Enter Unison, a group of three kicky girls who unite in the name of love and freedom. Together, with their dance teacher and a cache of "forgotten" music, they will bring down the dictator with... you guessed it — dancing.

Like other rhythm games before it,

UNISON

You wanna be a Spice Girl?

the gameplay is all about making the right moves to the music, but Tecmo takes it to a whole new level. A lavender-clad dance teacher sporting

a frighteningly-large afro leads you through increasingly sophisticated dance routines controlled through both analog sticks. Each one is broken down into sets, which you've got to memorize. Once you've put it all together, you and your group hijack the airwaves and put on a show. Like any real performance, you've got one take and you don't get any cue cards.

Since it comes from the same

the BUZZ

If a snappy tune just makes you want to move your feet (and maybe lip-synch), then this could be the game for you!

developers as the amazing *Dance Dance Revolution*, expect *Unison*'s graphic animation to be nothing short of incredible. Each of the eight stages has its own theme and costumes, ranging from Japanese to funky Soul Train.

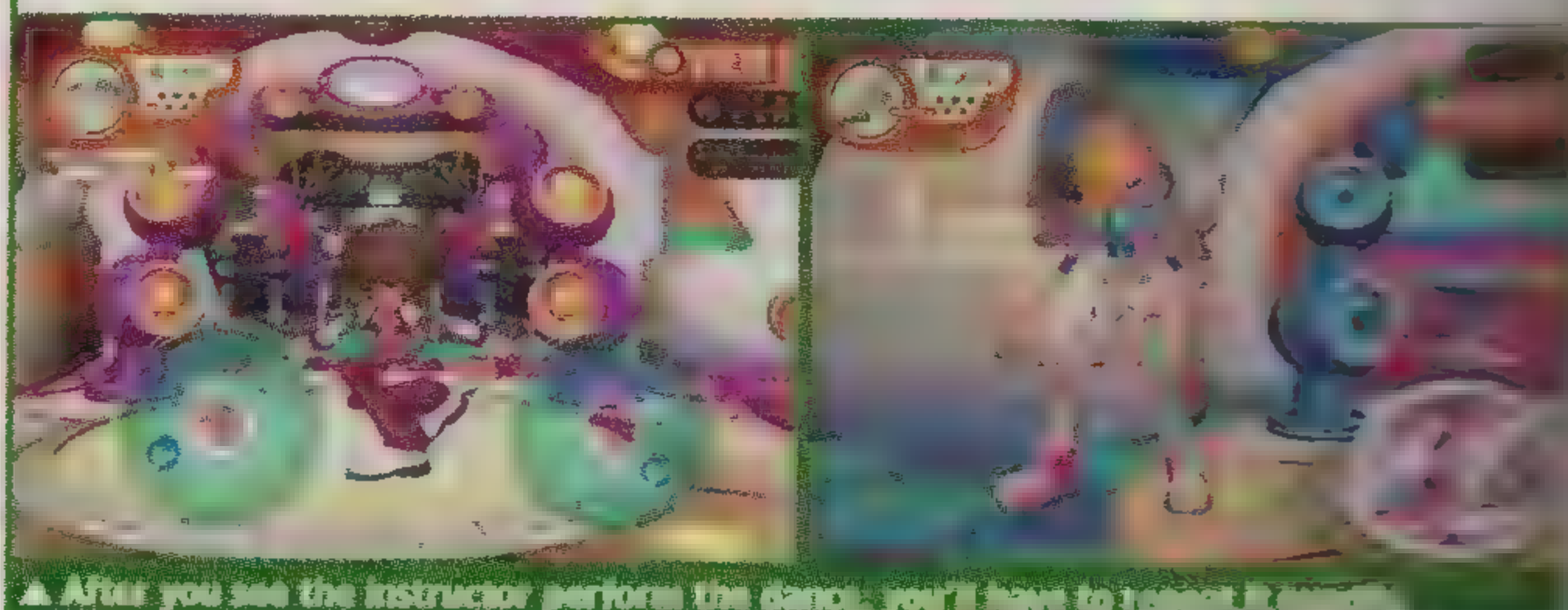
If you've got happy feet and ten thumbs, this may be just the game to look out for.

► *Unison*



MASTER ALL THE STEPS

Before you hit the big time, you're going to have to master the moves that your instructor is going to teach you. He's got some moves!



▲ After you see the instructor perform the dance, you'll have to repeat it exactly.

DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE	70%
NA: Velocity	02/2001	RACING	1-2	EVERYONE			



4X4 EVOLUTION

Off-road mayhem coming to PS2!



The racing genre has been saturated by an unprecedented number of titles on PS2. And PS2 has begun to take its toll. In the end, 4x4 Evolution

offers a number of elements that set it apart from other racing games.

4x4 offers a huge number of off-road vehicles, including trucks from Chevrolet, Dodge, Lexus, Mitsubishi,

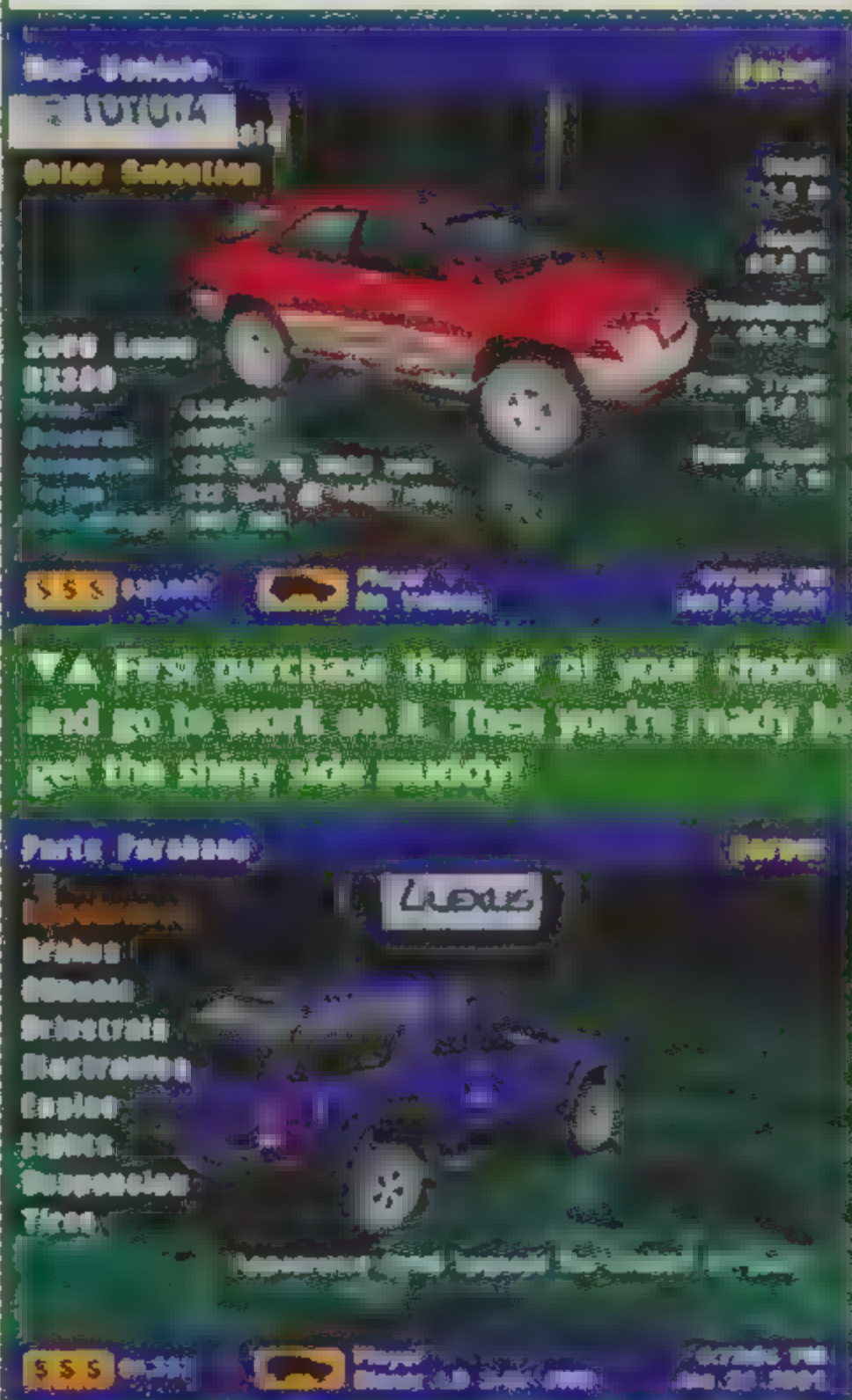
and Toyota. In Career mode, car fanatics will be able to buy and meticulously equip their vehicles with lots of different parts, a la *Gran Turismo*. And to heighten the depth of gameplay, players will have to adjust their vehicles according to a wide variety of terrain.

Although 4x4 is a linear racing title like the *GT* series, I would like to see more shortcuts on certain track. Being stuck on a path, and having to pass through too many check points, just detracts from the overall enjoyment.

While 4x4 is conceptually sound, there are a few problems. The car physics feel a bit rough. Performing movements such as turning, braking, and jumping are inconsistent. On many occasions, I would wreck while cornering around a simple turn, while I could flawlessly make the turns that seemed much more difficult. Hopefully, by the time 4x4 hits store shelves, many of these problems will have been

DETAILING YOUR CAR

There are tons of different parts you can buy for your car. Understanding this aspect of the game is a game in itself.



the BUZZ

With a huge number of environments, each level should offer something completely new and exciting.

corrected. Be sure to check out our review in an upcoming issue for the final report on this one. **► Tokoya**



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BRENDAN FRASER

BRIDGET FONDA

MONKEYBONE



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STRATEGY

Tips, guides and cheats that will make you a winner

Contents

- ▶ The Bouncer
- ▶ Driving Emotion Type-S
- ▶ Kengo
- ▶ Onimusha
- ▶ Rayman Revolution, T.W.I.N.E
- ▶ Sky Odyssey
- ▶ CODES

Kengo

The moves and fighting tactics you need to become a master of the blade **pg. 84**

MEET THE PSM CHALLENGE!

Challenge is limited to one entry per person. That means you can't send multiple entries for each contest; if you do, you'll be disqualified. If you cheat or use any other unfair means, you'll be disqualified. The final letter for the contest will be accepted. If there are multiple winners, then we'll do a raffle. To prove that you've completed one of our challenges, either send a picture or a video tape (we can't return them). Sorry, no e-mail entries!

ENTRIES TO: PSM March Challenge # (the contest number you're competing in) **Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.**

Challenge #1: The Bouncer

Find the secret characters and photograph or tape the Versus screen.

Challenge #2: Rayman Revolution

Complete 100% of the game and photograph or tape the percentage screen. The screen should read "100%".

Challenge #3: Onimusha Warlords

Find the Firefly Gems and photograph or tape the summary screen at the end of the game.

CHALLENGE WINNERS for December issue:

TEKKEN BOWL
SPYRO
UNREAL

Jason Pinette of Cuyahoga Falls, Ohio
Phillip Syler of Jellico, Tennessee
Tim Price of Hillsdale, Mississippi

THIS MONTH'S PRIZE PACKAGE:

Driving Emotion Type-S

Kengo

ATV: Off-Road Fury

King Of Fighters '99

Championship Surfer

NBA Live 2001

WOW Thing



KENGO

Tactics And Tricks



Once you complete all of the tests in the Training mode, you can go and compete with other Dojos. Plus, we tell you how to get your hands on some really nice cutlery!

DOJOS

HIRATA DOJO

Beat the Master and you'll receive the Kanemitsu Sword.

MOVES

Technique Name	Technique Description	Impact	Damage	Range
Shadow Strike	Strike	14 to 26	2	20
Solar Strike	Strike side	24 to 32	1	20
Blade of Fury	Spin and slash upward	21 to 32	2	16
Sword Guard Throwback	Strike side	14 to 24	1	20
Multi-Strike	Leap and strike face	35 to 42	1	19
Blade of Fury	Spin and slash upward	30 to 42	2	16
Blade of Doom	Spin and slash downward	36 to 45	3	13
Sword Guard Throwback	Strike side	18 to 26	1	20
Assault	Strike	11 to 17	2	31
Flying Swallow	Side step and slash	24 to 32	3	N/A
Lunging Blade	Spin and thrust	37 to 46	3	N/A
2-Hand Thrust	Thrust with two hands	57 to 64	4	N/A
Mod Flying Swallow	Spin and slash	37 to 48	2	N/A

The Hirata Dojo will be a tough first fight. Be prepared.



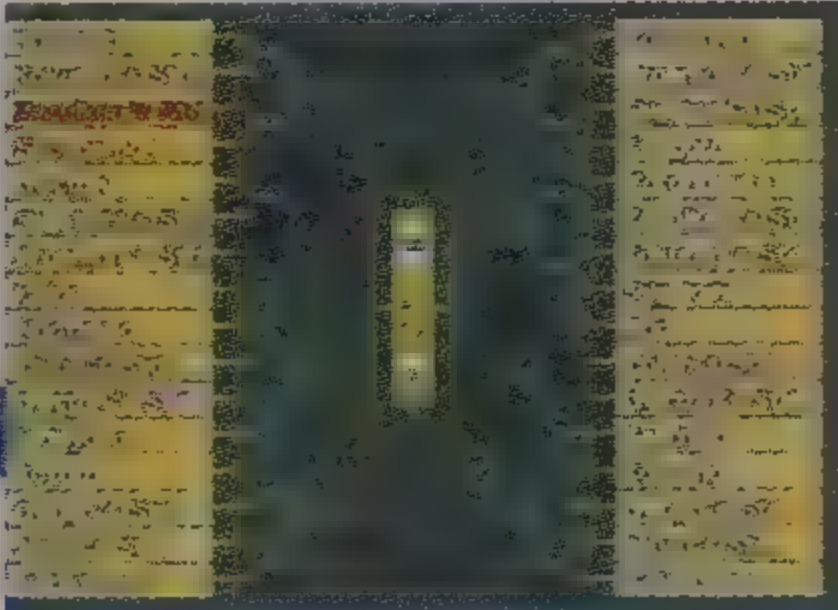
MORIYA DOJO

Beat the master of this school and receive the Muramasa Sword.

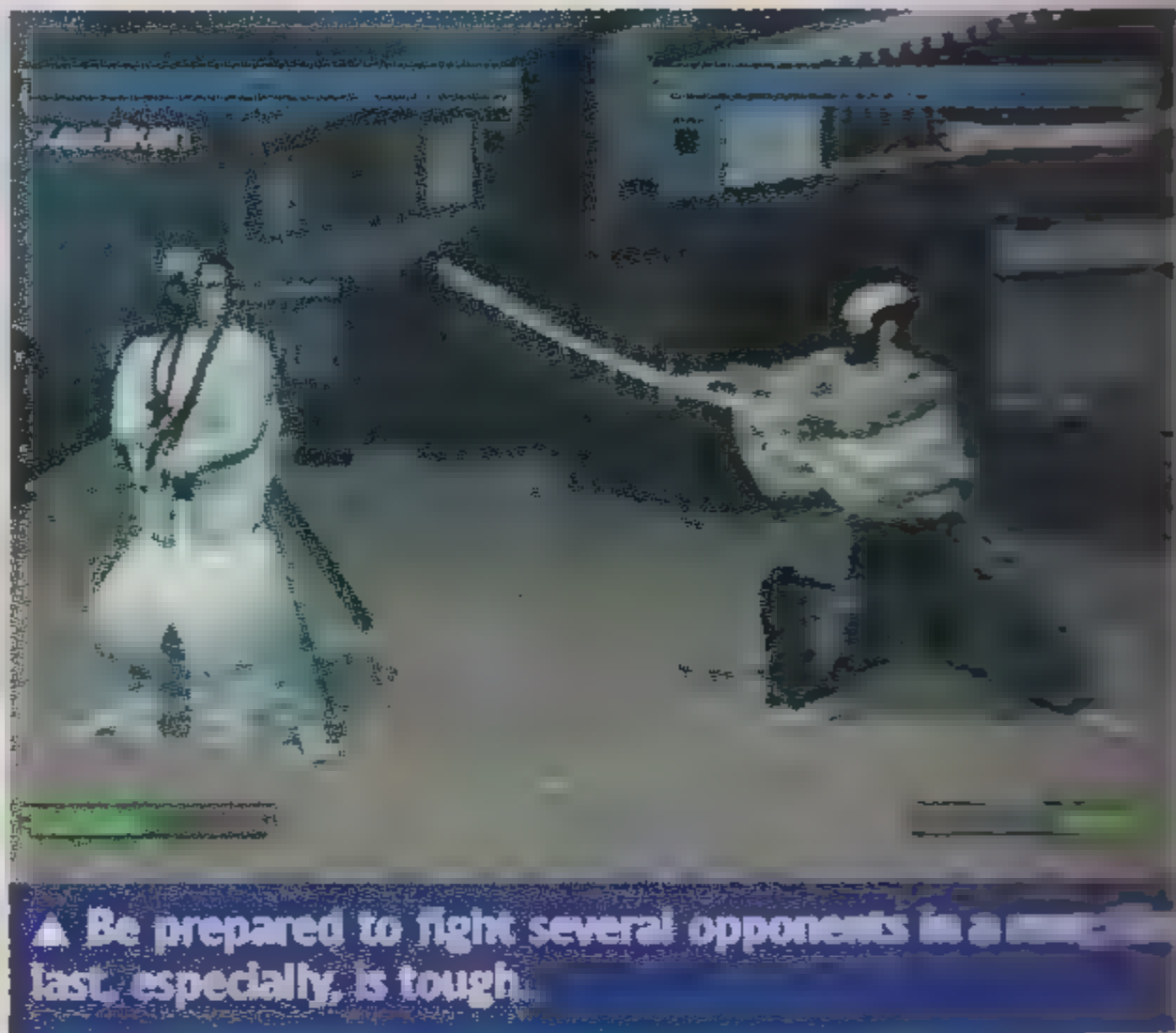
MOVES

Technique Name	Technique Description	Impact	Damage	Range
Direct Blow	Slash vertically	17 to 28	3	17
Horz Slash	Leap and slash horizontally	24 to 32	2	14
Blade of Thunder	Leap and slash vertically	40 to 57	4	N/A
Solar Blade	Leap and slash upward	26 to 35	3	18
Rev Horz Slash	Leap and slash horizontally	25 to 33	2	20
Shadow Blade	Leap and slash vertically	26 to 32	3	N/A
Whirlwind	Spin an slash sideways	28 to 40	3	N/A
Shadow Blade	Leap and slash vertically	23 to 30	3	26
Whirlwind	Spin an slash sideways	22 to 32	3	19
Solar Blade	Leap and slash upward	26 to 35	3	N/A
Tornado	Spin and slash vertically	30 to 38	4	N/A
Water & Clouds	Spin and slash sideways	21 to 41	2	N/A

These students aren't too tough, but watch out for the master.



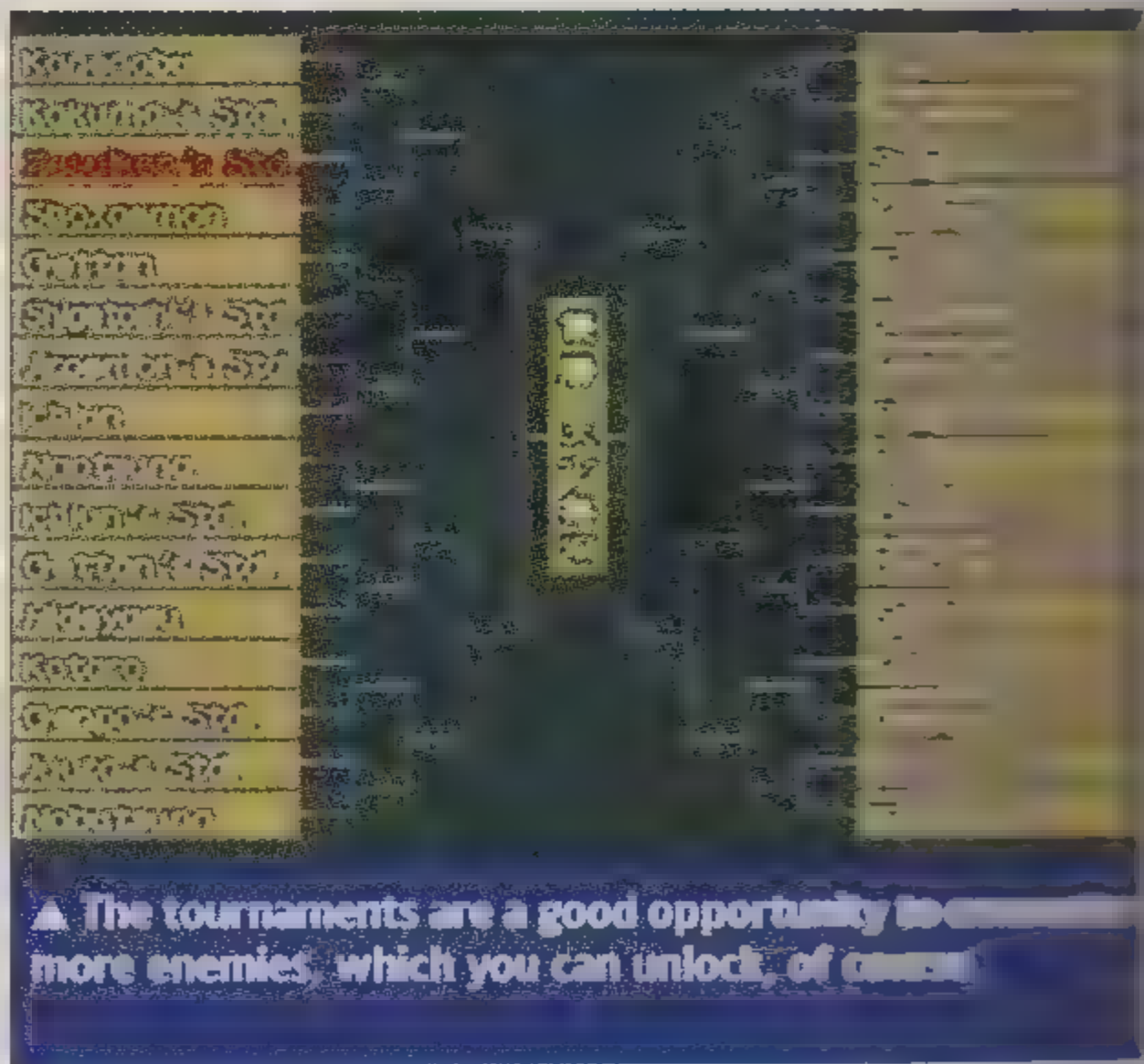
INTERMISSION



Be prepared to fight several opponents in a row. The last, especially, is tough.

At one point, you'll encounter some students who get angry at you for beating their master. For some reason, when you meet them in the western side town, you won't receive a weapon from your previous match, which is what happened to me after fighting at Tsubaki Dojo. Just return to the Dojo after you complete the Imperial Match. See that Dojo again to receive its sword.

IMPERIAL MATCH



The tournaments are a good opportunity to see more enemies, which you can unlock, of course.

Beating the tournament is the last obstacle you must face. However, it's going to be very difficult. The trick to winning, besides skill, is understanding the super move. The combo that was the most successful for me was the Scarlet Leaves, Solar Leaves, and Dark thrust super. Also, I used the Masamune Sword; its super move is the most effective.

UDAGAWA DOJO

Beat the master and you'll get the Kunihito.

MOVES

Technique Name	Technique Description	Impact	Damage	Range
Master Leaves	Slash down with one hand	14 to 25	1	17
Johnson Death	Spin and slash downward	25 to 36	3	19
Master Leaves	Step forward and slash down	17 to 24	1	13
Low Flamingo	Leap and slash down vertically	27 to 33	3	31
High Flamingo	Step forward and slash upwards	22 to 34	2	N/A
Back Kick	Step forward and slash	30 to 47	2	N/A
Low Thrust	Step forward/thrust with one hand	21 to 38	2	N/A
High Thrust	Spin and scatter	30 to 48	2	21
Thrust	Step forward/thrust with one hand	30 to 38	3	N/A
Back Kick	Step forward and slash	25 to 41	3	N/A

Beating this message indicates, these guys know speed!



UDAGAWA DOJO

Beat the master and you'll receive the Kamekiri Sword.

MOVES

Technique Name	Technique Description	Impact	Damage	Range
Front Horz Slash	Slash horizontally with one hand	19 to 27	1	20
Front Str Slash	Slash straight with one hand	17 to 24	2	21
Side Slash	Slash horizontally	11 to 24	2	N/A
Front Mist	Slash upward with one hand	19 to 30	1	17
Front Up Slash	Step forward and slash up	23 to 33	2	21
Front Boat	Slash (feint)	38 to 45	2	N/A
Front Mist	Slash upward with one hand	15 to 23	1	18
Back Wind	Slash downward with one hand	32 to 41	2	18
Low Strike	Slash crosswise	18 to 24	3	24
High Swords	Spin and slash down	38 to 45	3	N/A
Front Thrust	Follow and thrust	35 to 46	2	N/A
Back Kick	Rotate and slash	15 to 28	2	N/A

Beating this Dojo is about cutting enemies down with speed.



UDAGAWA DOJO

Beat the master and you'll get the Kamekiri Sword.

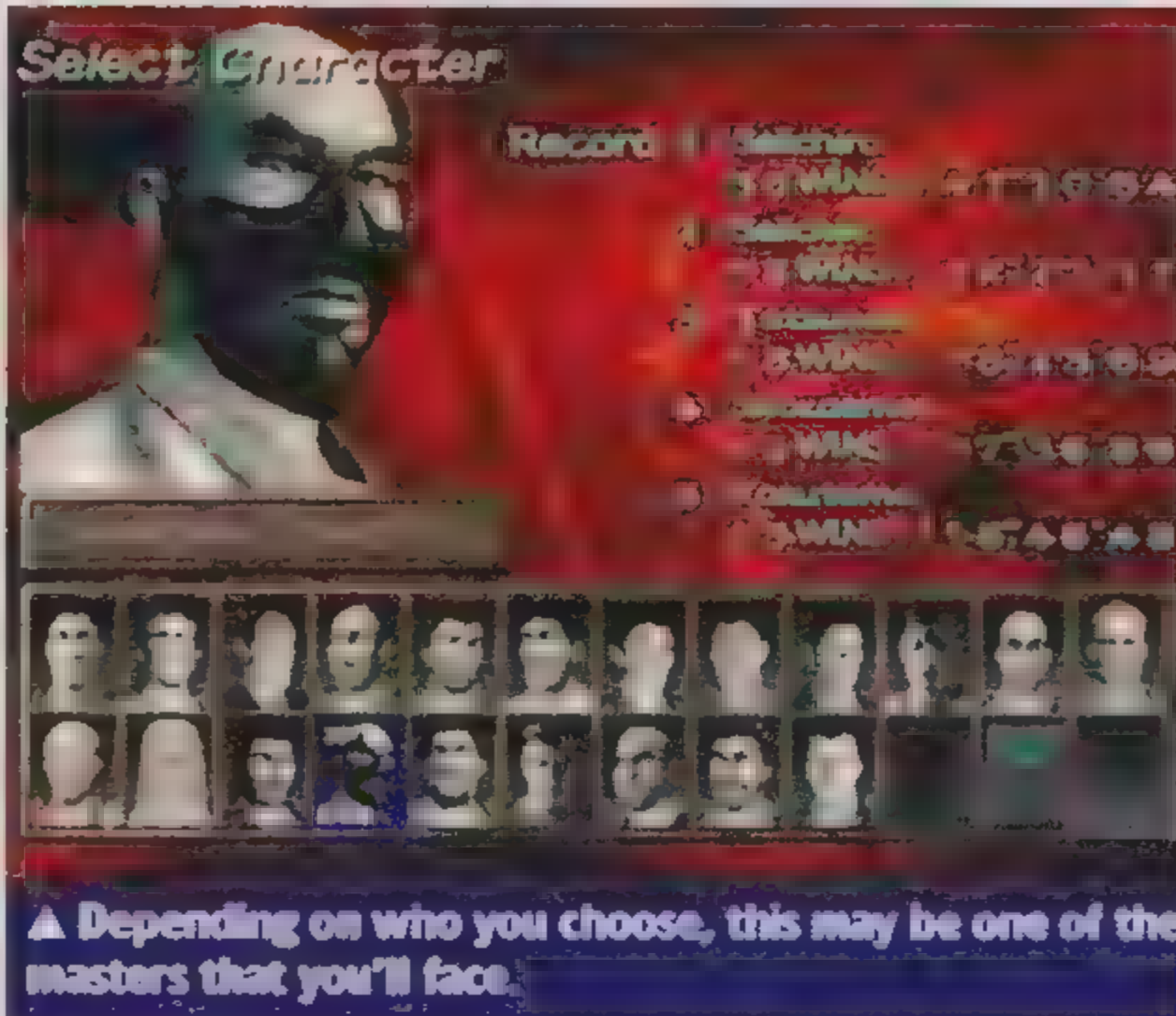
MOVES

Technique Name	Technique Description	Impact	Damage	Range
Front	Slash upwards	20 to 31	13	15
Fronted Slash	Crouch and slash sideways	19 to 30	12	17
Front	Slash downward	33 to 41	13	20
Front	Crouch and slash sideways	14 to 24	2	14
Front	Step forward and slash upward	20 to 30	13	21
Front God (Sec)	Spin and slash vertically	28 to 38	4	N/A
Front	Thrust	17 to 26	2	23
Front	Crouch and slash sideways	10 to 22	2	17
Front	Slash upwards	19 to 30	13	18
Front	Unsheathe sword and strike	23 to 35	13	N/A
Front	Spin and slash sideways	40 to 53	13	N/A
Front	Step forward and slash upward	20 to 31	3	N/A



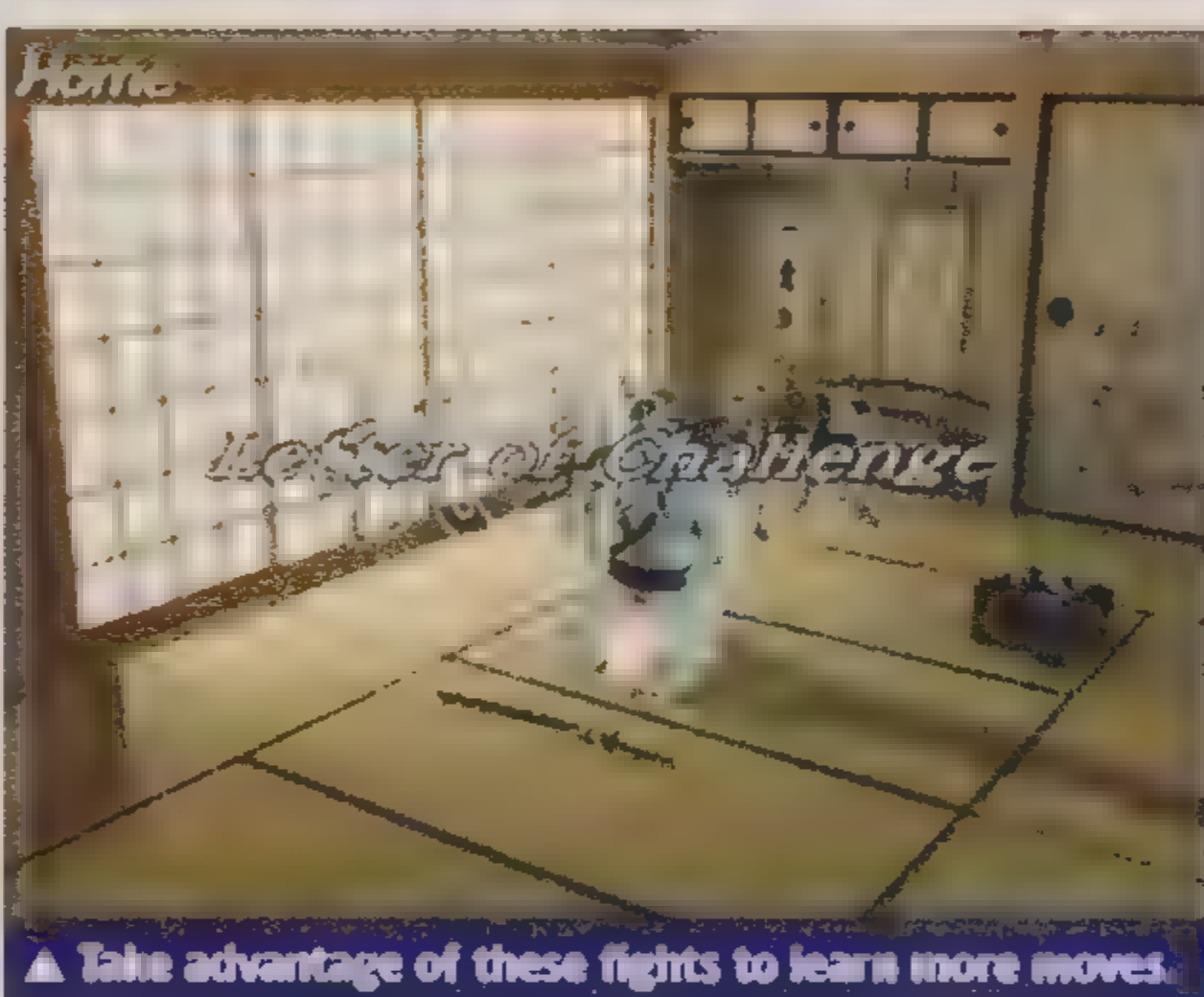
Tear these guys up with speed, but watch out for their strong attacks.

MASTER BATTLE



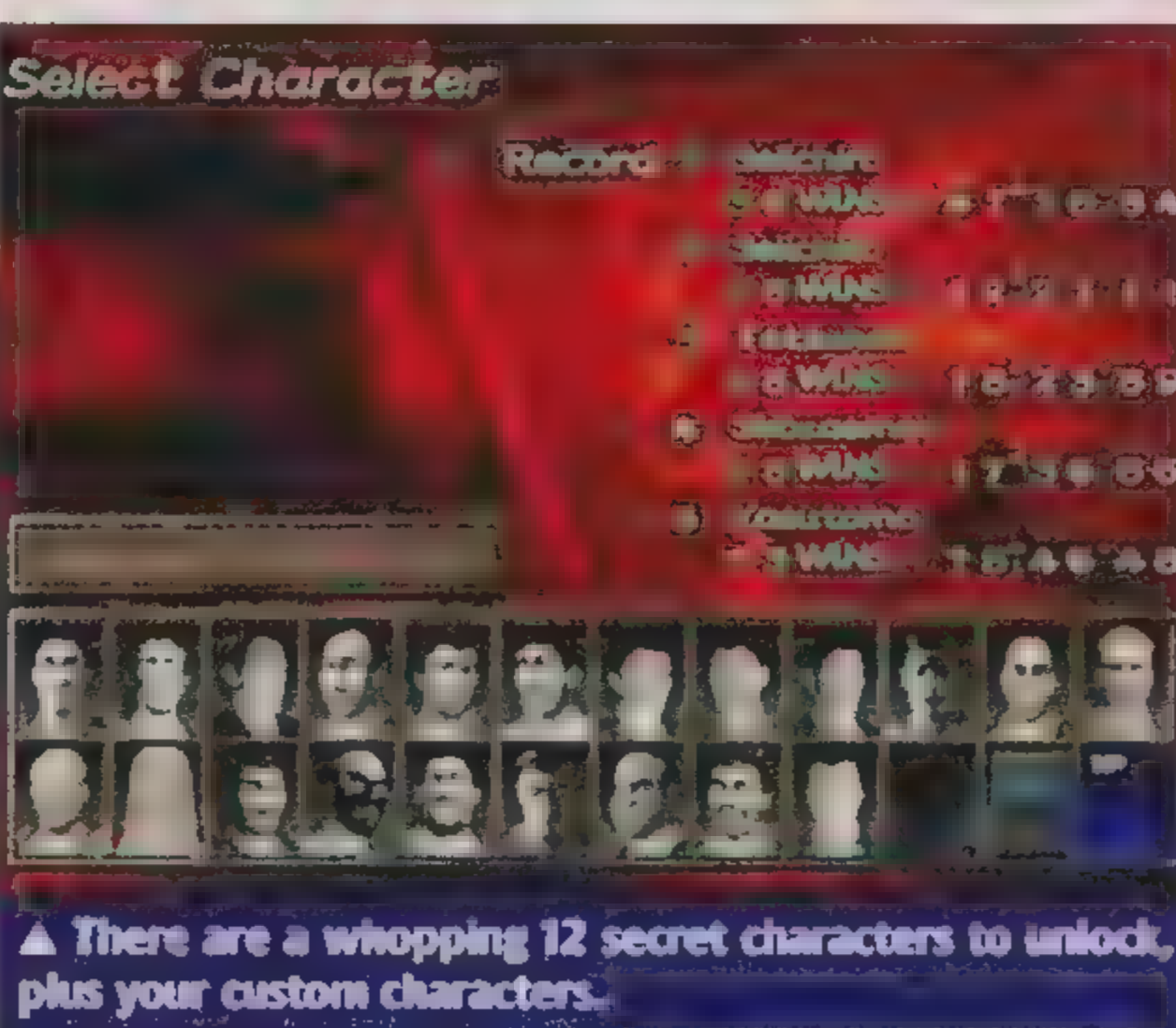
Beat your master to see the ending. Also, beating the master will allow you to play as him in tournament and Versus modes.

LETTERS OF CHALLENGE



Fighting these battles will allow you to possibly earn more moves, or even swords. However, if you lose a battle, there's a chance that you could lose one of your swords.

SECRET CHARACTERS



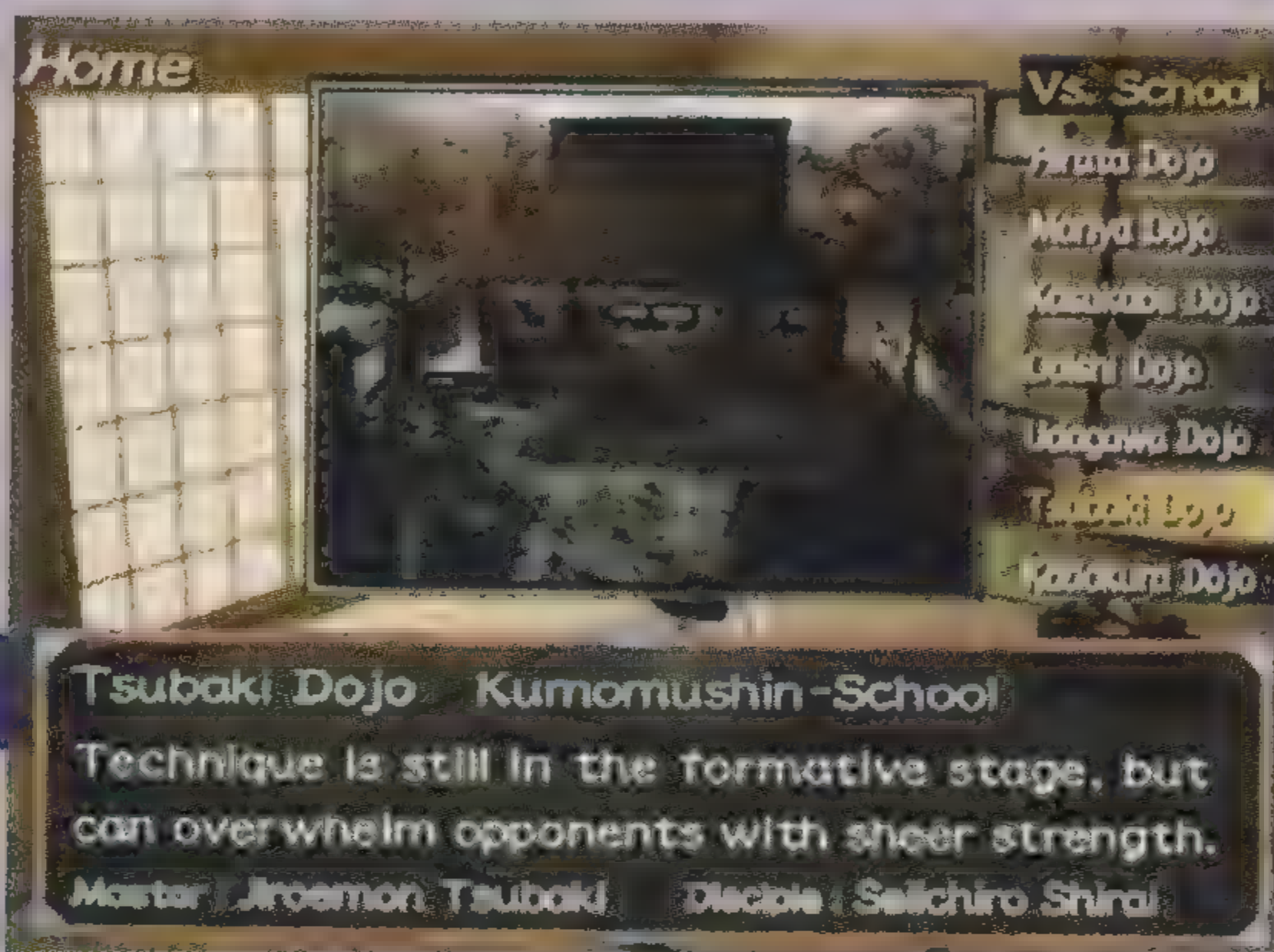
For each Dojo that you beat, you can play as that master in the Tournament and Versus modes. Beating the Udagawa Dojo unlocks Master Kakuma Udagawa.

TSUBAKI DOJO

Beat this Master and you'll get the Sukehiro Sword.

MOVES

Technique Name	Technique Description	Impact	Damage	Range
Rev Down Slash	Reversed downward slash	27 to 35	3	11
Rev Side Slash	Reversed side slash	22 to 32	2	14
Netherworld	Suicidal tackle	20 to 35	2	N/A
Direct Blow	Slash vertically	36 to 41	3	17
Side Slash	Slash sideways	20 to 27	2	16
Goblin Slayer	Jump and slash	41 to 50	4	26
Goblin Smasher	Leap and slash vertically	36 to 43	4	33
Helmet Split	Slash vertically	40 to 47	4	19
Stabbing Demon	Leap and thrust	20 to 30	3	N/A
Netherworld's Gift	Leap and thrust	10 to 25	2	N/A
Lightning Bolt	Leap and slash vertically	31 to 38	3	N/A



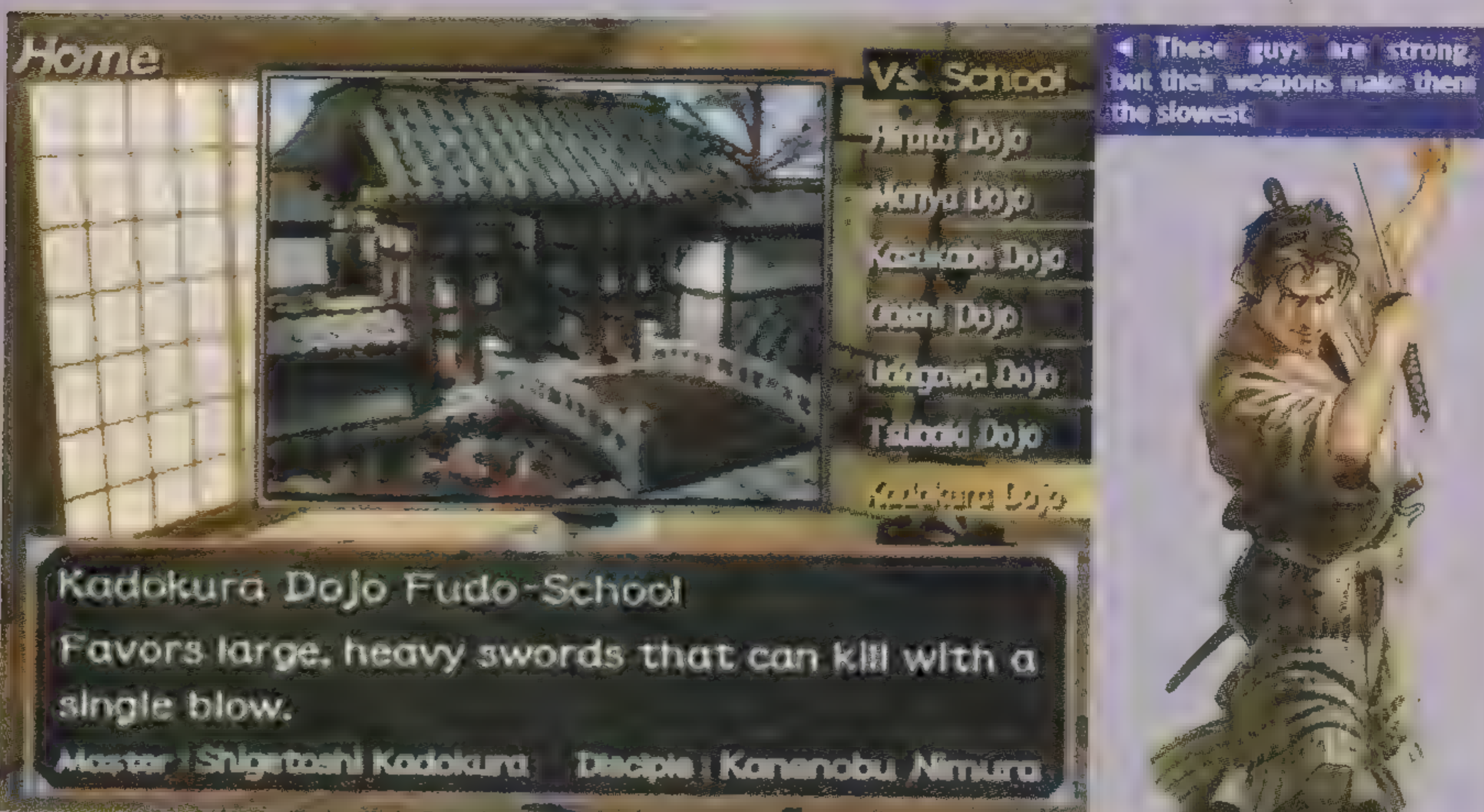
► The strongest of the lot also happens to be quite slow.

KADOKURA DOJO

Beat this master and receive the Inouesin-kai Sword. However, before you finish this Dojo, be sure to work on your stats a little more; you will have to be strong for the Imperial Match.

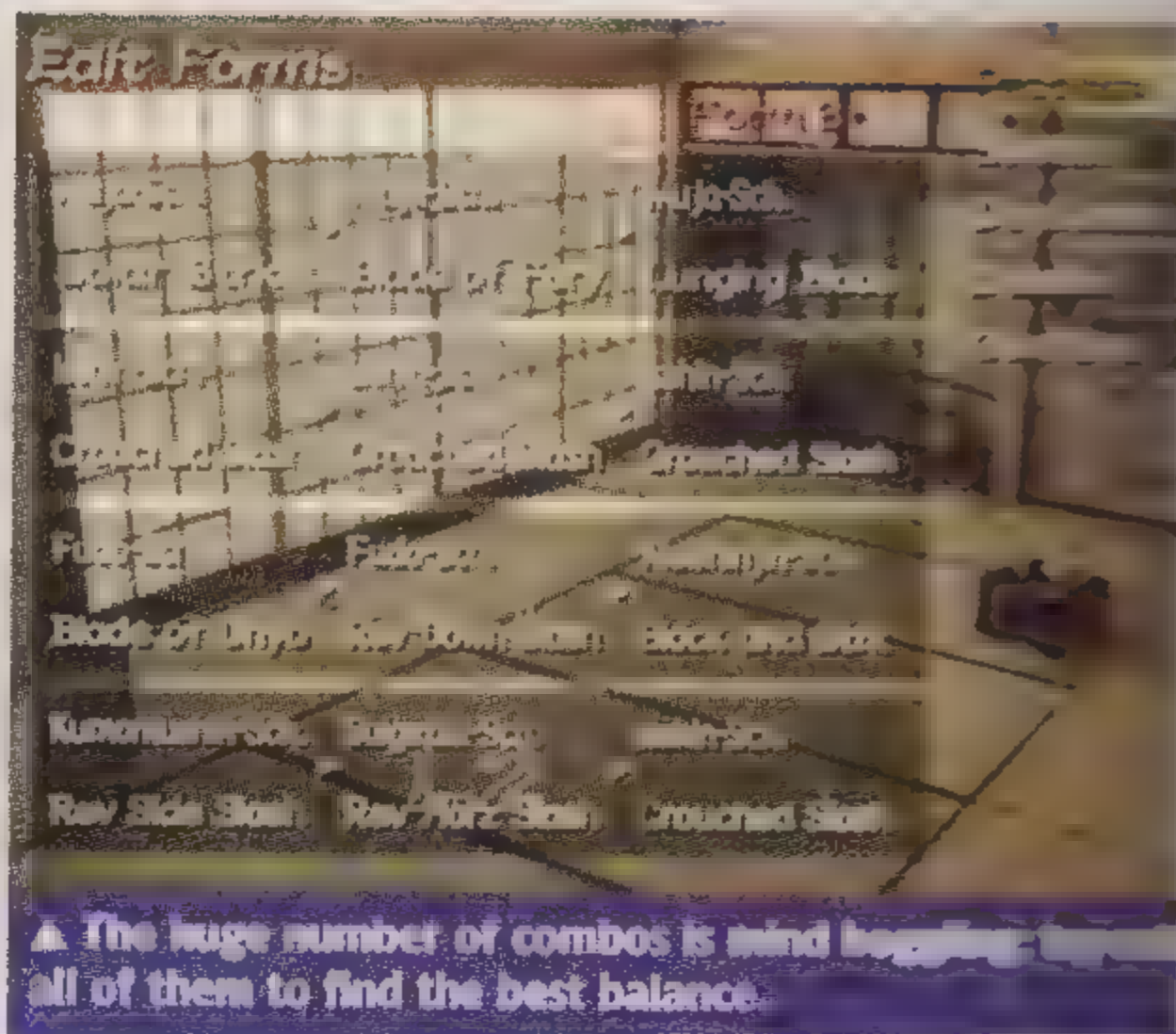
MOVES

Technique Name	Technique Description	Impact	Damage	Range
Blade of Unyo	Slash downward	14 to 26	2	21
Blade of Zangan	Slash downward	47 to 56	4	21
Blade of Thrusting	Run in and slash	23 to 39	3	N/A
Rev Down Slash	Reversed down slash	27 to 36	3	19
Biting Steel	Step forward and slash downward	57 to 65	4	29
Cut Down	Spin and slash	29 to 40	5	31
Down Slash	Slash downward	28 to 40	3	N/A



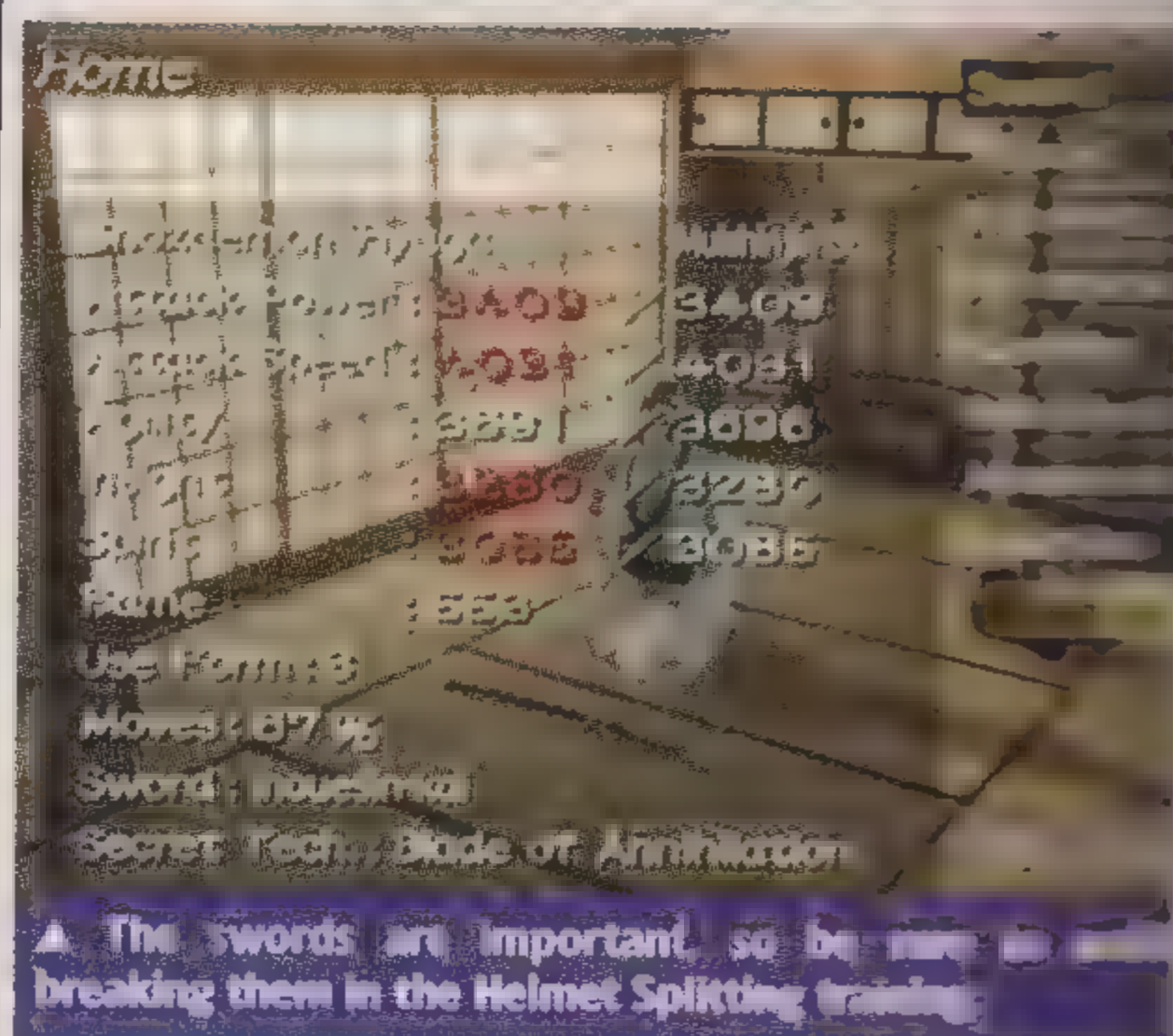
◀ These guys are strong, but their weapons make them the slowest.

RECOMMENDED COMBOS



There are a number of variations that you can put together; try them all out to see what works best for you. However, there are certain rules that you should abide by. One of your combos should involve a strong stabbing motion at the end of a combo, such as the Dark Thrust; they usually deal a lot of damage. You'll also want some low attacks in there. A favorite low attack combo is Crouched Side Slash, Crouched Slash, and Crouched Slash. This combo will attack low, plus it covers a wide range, and it will hit enemies even if they dash to the side. Next, you'll want a combo that deals a bit more damage than the previous one, but still covers a decent range. A fine combo for this purpose is Horizontal Slash, Side Slash, and Helmet Split combo. You have a little more freedom in choosing your last combo; but we recommend a combo that is fast and charges towards the enemy. The Side Pierce and Multi-Thrust and combo, or the Netherworld combos should work well. Nevertheless, since there are a variety of different moves in the game, try other combos out to see which suit your fighting style.

SWORDS



The only effect that swords have on the game is the super; that is, the word determines what the super will be. My favorite sword is the Masamune. Its super can be difficult to land, since backing up will allow you to escape it. When the enemy is at a distance, or misses with a combo, initiate the super.



CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

going to try playing Digimon World, you'd better make sure you're wearing two pairs of
See, some of these Digimon are so vicious and twisted they were actually banned from
That's okay with them, there are more things to blow up in video games anyway. Like you.
Think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.



RAYMAN 2: REVOLUTION

Codes And Maps

Here are the **FIRST** Codes ever. Input these to access some super secrets and other cool stuff.

DIRECT ACCESS TO BONUS MAP

In the first map, in the Options Menu / Language / Voices, select the "RAYMANIAN" language (don't validate it), keep L1+R1 pressed and input the following button sequence: L2, R2, L2, R2, L2, R2. A new menu will appear with the three Multiplayer Bonus Maps.

BABY SOCCER BONUS MAP

During the game (before you complete it), press and hold L1+R1. Now input the following button sequence: L2, R2, L2, R2, L2, R2. The names of the players appear on the baby globox.

UNLOCK ALL OTHER CHEATS

In any other map, go to the Sound Menu, select the "MUTE" option, but don't turn on the Mute option. While holding the L1+R1, input the following button sequence: L2, R2, L2, R2, L2, R2. A new menu with the rest of the Cheat Codes will appear.



THE WORLD IS NOT ENOUGH

Secret Cheats

We have provided all the cheats and their functions in the game. All of the cheats are enabled by beating the respective agent's times. So what are you waiting for? Start skulking!

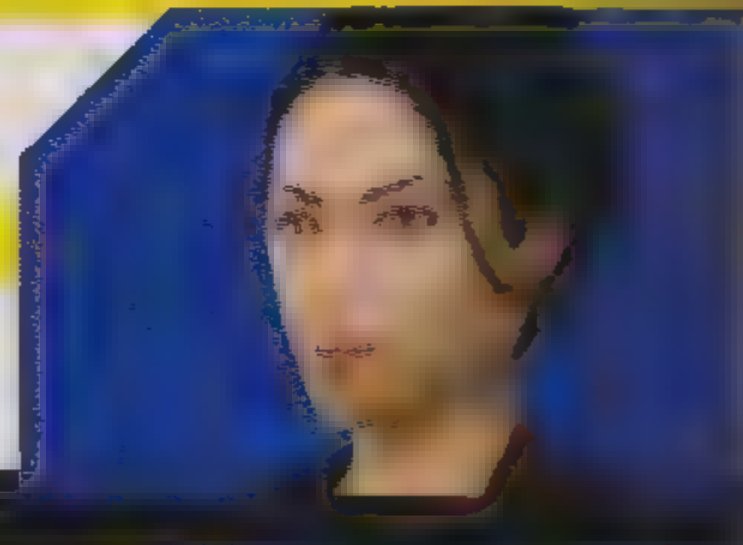
AGENT SECRETS

Stage	Time	Secret
King's Ransom	2:20	King of Hill Multiplayer
Underground Uprising	2:15	Forest Multiplayer
Midnight Departure	3:05	Soldier Skins
Masquerade	3:15	Sky Rail Multiplayer
City of Walkways 1	3:35	Civilian Skins
Meltdown	Finish	Villain Skins



SECRET AGENT SECRETS

Courier	2:00	Suit Skins
King's Ransom	3:45	Security Guard Skins
Cold Reception	3:15	Air Raid Multiplayer
City of Walkways 1	3:50	Covert Skins
Turncoat	3:20	Capture The Briefcase Multiplayer
Fallen Angel	2:45	Gadget War Weapons
Meltdown	Finish	Classic Villain Skins



OO AGENT SECRETS

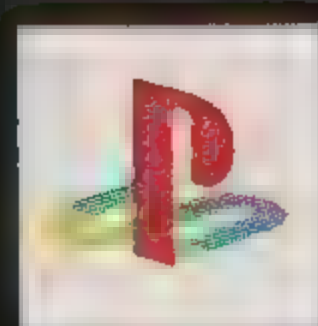
Thames Chase	4:25	Exotic Weapons
Underground Uprising	Finish	Skeleton Skins
Cold Reception	3:05	Exotic Skins
Night Watch	2:20	Castle Multiplayer
Masquerade	4:20	Scientist Skins
Sinking Feeling	2:55	Navy Skins
Meltdown	Finish	Golden Gun Multiplayer



3DO

WHERE ALTITUDE MEETS ATTITUDE

World Destruction League™ is back.
And they're taking aerial combat to new
heights with WarJetz. All of the mayhem
is televised globally in front of thousands
of spectators watching from below - try not
to drop any bombs on them. WDL: WarJetz™
Where world destruction goes prime time.



WDL
WARJETZ

DESTRUCTION
LET THE GAMES BEGIN!

SKY ODYSSEY

The Cards



All of the cards in the game unlock certain hidden items, such as draft illustrations, movies and a whole lot more. Follow the conditions for obtaining the card, and you'll unlock the secret content.

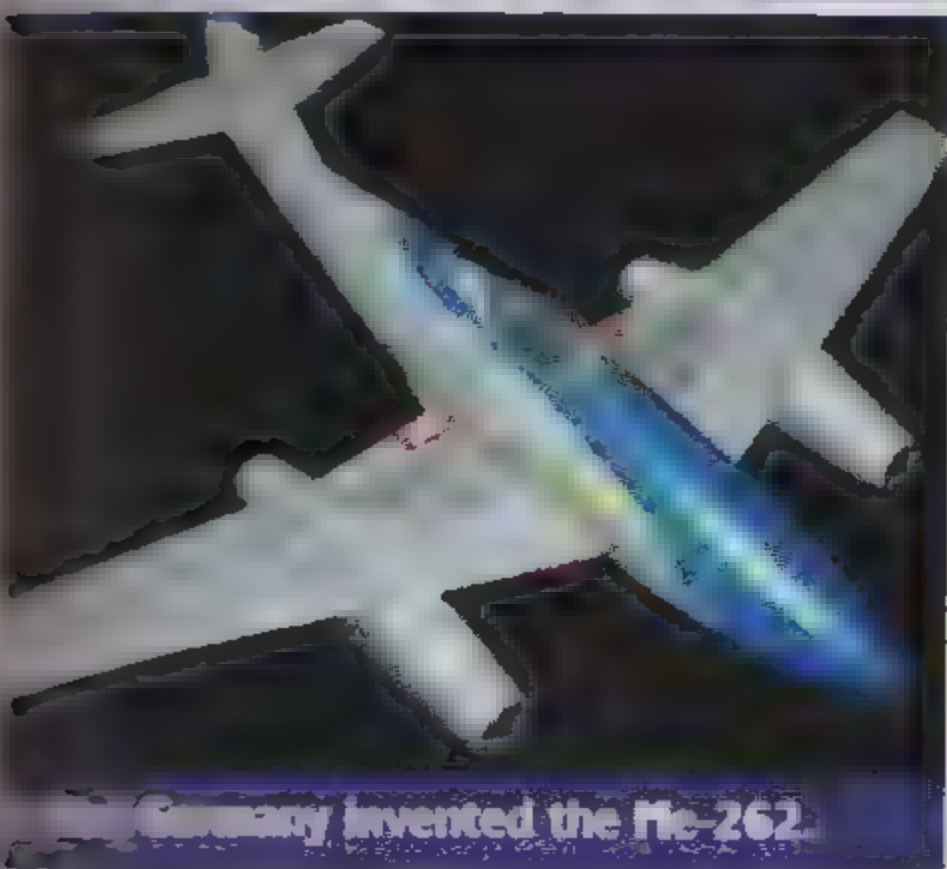


FIRST TIME – this means after you beat a mission for the first time, you'll unlock the content of the card in question.

SECOND TIME – this means beating a mission for the second time after finishing Adventure Mode. This doesn't mean just completing a mission twice.

#	Card Type	Card Name	Content	Condition
1	Adventure Card	The Adventure Begins	Mission Scenery–SWORDFISH Mk.I	Clear "The Adventure Begins" (second time)
2	Adventure Card	The Desert Express	Mission Scenery–Bf109	Clear "The Desert Express" (second time)
3	Adventure Card	Take the Low Road	Mission Scenery–PULSE JET	Clear "Take the Low Road" (second time)
4	Adventure Card	The Labyrinth	Mission Scenery–Me262	Clear "The Labyrinth" (second time)
5	Adventure Card	Stormy Seas	Mission Scenery–F4U CORSAIR	Clear "Stormy Seas" (second time)
6	Adventure Card	Blown Away	Mission Scenery–PULSE JET	Clear "Blown Away" (second time)
7	Adventure Card	The Great Divide	Mission Scenery–Shinden	Clear "The Great Divide" (second time)
8	Adventure Card	Relief from Above	Mission Scenery–Shinden-kai	Clear "Relief from Above" (second time)
9	Adventure Card	The Ancient Forest	Mission Scenery–AUTOGYRO	Clear "The Ancient Forest" (second time)
10	Adventure Card	Mid-air Rendezvous	Mission Scenery–Stealth Jet	Clear "Mid-air Rendezvous" (second time)
11	Adventure Card	Heart of the Mine	Mission Scenery–Bf109	Clear "Heart of the Mine" (second time)
12	Adventure Card	Towers of Terror	Mission Scenery–F4U CORSAIR	Clear "Towers of Terror" (second time)
13	Adventure Card	S.O.S.	Mission Scenery–Shinden	Clear "S.O.S." (second time)
14	Adventure Card	Over the Falls	Mission Scenery–FLOATPLANE	Clear "Over the Falls" (second time)
15	Adventure Card	A Storm before the Calm	Mission Scenery–SWORDFISH Mk.I	Clear "A Storm before the Calm" (second time)
16	Adventure Card	A Tight Squeeze	Mission Scenery–Me262	Clear "A Tight Squeeze" (second time)
17	Adventure Card	The Valley of Fire	Mission Scenery–Bf109	Clear "The Valley of Fire" (second time)
18	Adventure Card	The Great Falls	Mission Scenery–PULSE JET	Clear "The Great Falls" (second time)
19	Adventure Card	Maximus	Mission Scenery–SWORDFISH Mk.I	Clear "Maximus" (second time)
20	Adventure Card	The Adventure Begins	Mission Scenery Only	Clear "The Adventure Begins" (first time)
21	Adventure Card	The Desert Express	Mission Scenery Only	Clear "The Desert Express" (first time)
22	Adventure Card	Take the Low Road	Mission Scenery Only	Clear "Take the Low Road" (first time)
23	Adventure Card	The Labyrinth	Mission Scenery Only	Clear "The Labyrinth" (first time)
24	Adventure Card	Stormy Seas	Mission Scenery Only	Clear "Stormy Seas" (first time)
25	Adventure Card	Blown Away	Mission Scenery Only	Clear "Blown Away" (first time)
26	Adventure Card	The Great Divide	Mission Scenery Only	Clear "The Great Divide" (first time)
27	Adventure Card	Relief from Above	Mission Scenery Only	Clear "Relief from Above" (first time)
28	Adventure Card	The Ancient Forest	Mission Scenery Only	Clear "The Ancient Forest" (first time)
29	Adventure Card	Mid-air Rendezvous	Mission Scenery Only	Clear "Mid-air Rendezvous" (first time)
30	Adventure Card	Heart of the Mine	Mission Scenery Only	Clear "Heart of the Mine" (first time)
31	Adventure Card	Towers of Terror	Mission Scenery Only	Clear "Towers of Terror" (first time)
32	Adventure Card	S.O.S.	Mission Scenery Only	Clear "S.O.S." (first time)
33	Adventure Card	Over the Falls	Mission Scenery Only	Clear "Over the Falls" (first time)
34	Adventure Card	A Storm before the Calm	Mission Scenery Only	Clear "A Storm before the Calm" (first time)
35	Adventure Card	A Tight Squeeze	Mission Scenery Only	Clear "A Tight Squeeze" (first time)
36	Adventure Card	The Valley of Fire	Mission Scenery Only	Clear "The Valley of Fire" (first time)
37	Adventure Card	The Great Falls	Mission Scenery Only	Clear "The Great Falls" (first time)
38	Adventure Card	Maximus	Mission Scenery Only	Clear "Maximus" (first time)
39	Customize Card	Bf-109	Sample Customized Aircraft	Clear Maximus with Bf-109
40	Customize Card	Bf-109	Sample Customized Aircraft	Clear Maximus with Bf-109
41	Customize Card	Swordfish	Sample Customized Aircraft	Clear Maximus with Swordfish
42	Customize Card	Swordfish	Sample Customized Aircraft	Clear Maximus with Swordfish
43	Customize Card	Pulse Jet	Sample Customized Aircraft	Clear Maximus with Pulse Jet
44	Customize Card	Pulse Jet	Sample Customized Aircraft	Clear Maximus with Pulse Jet
45	Data Card	SWORDFISH Mk.I CUSTOM (1)	CG Rendering (Quarter View)	Get Swordfish triple wing

Card Type	Card Name	Content	Condition
Data Card	SWORDFISH Mk.I CUSTOM (2)	Draft Illustration	Get Swordfish triple wing
Data Card	Bf109 CUSTOM (1)	CG Rendering (Quarter View)	Get Bf-109 custom parts
Data Card	Bf109 CUSTOM (2)	Draft Illustration	Get Bf-109 custom parts
Data Card	PULSE JET "TEST TYPE" (1)	CG Rendering (Quarter View)	Get Pulse Jet custom parts
Data Card	PULSE JET "TEST TYPE" (2)	Draft Illustration	Get Pulse Jet custom parts
Data Card	Me262 (1)	CG Rendering (Quarter View)	Get Me262
Data Card	Me262 (2)	Draft Illustration	Get Me262
Data Card	F4U CORSAIR (1)	CG Rendering (Quarter View)	Get Corsair
Data Card	F4U CORSAIR (2)	Draft Illustration	Get Corsair
Data Card	Stealth Jet (1)	CG Rendering (Quarter View)	Get Stealth Jet
Data Card	Stealth Jet (2)	Draft Illustration	Get Stealth Jet
Data Card	Shinden (1)	CG Rendering (Quarter View)	Get Shinden
Data Card	Shinden (2)	Draft Illustration	Get Shinden
Data Card	Shinden-kai (1)	CG Rendering (Quarter View)	Get Shinden-kai (Jet)
Data Card	Shinden-kai (2)	Draft Illustration	Get Shinden-kai (Jet)
Data Card	AUTOGYRO XG-1 (1)	CG Rendering (Quarter View)	Get Autogyro
Data Card	AUTOGYRO XG-1 (2)	Draft Illustration	Get Autogyro
Data Card	UFO "TYPE GOLD" (1)	CG Rendering (Quarter View)	Get UFO2
Data Card	UFO "TYPE GOLD" (2)	Draft Illustration	Get UFO2
Data Card	UFO "TYPE SILVER" (1)	CG Rendering (Quarter View)	Get UFO1
Data Card	UFO "TYPE SILVER" (2)	Draft Illustration	Get UFO1
Data Card	Pontoon Plane (1)	SWORDFISH Mk.I CG Rendering	Get pontoons
Data Card	Pontoon Plane (2)	Draft Illustration	Get pontoons
Movie Card	Pic from CG Movie	Earn 2000 Acrobatic Points	
Movie Card	Pic from CG Movie	Earn 3000 Acrobatic Points	
Movie Card	Pic from CG Movie	Earn 4000 Acrobatic Points	
Movie Card	Pic from CG Movie	Earn 6000 Acrobatic Points	
Movie Card	Pic from CG Movie	Earn 8000 Acrobatic Points	
Special Card	Special Framed Card	All other cards earned	
Special Card	Special Framed Card		
Special Card	Special Framed Card		



DRIVING EMOTION TYPE-S

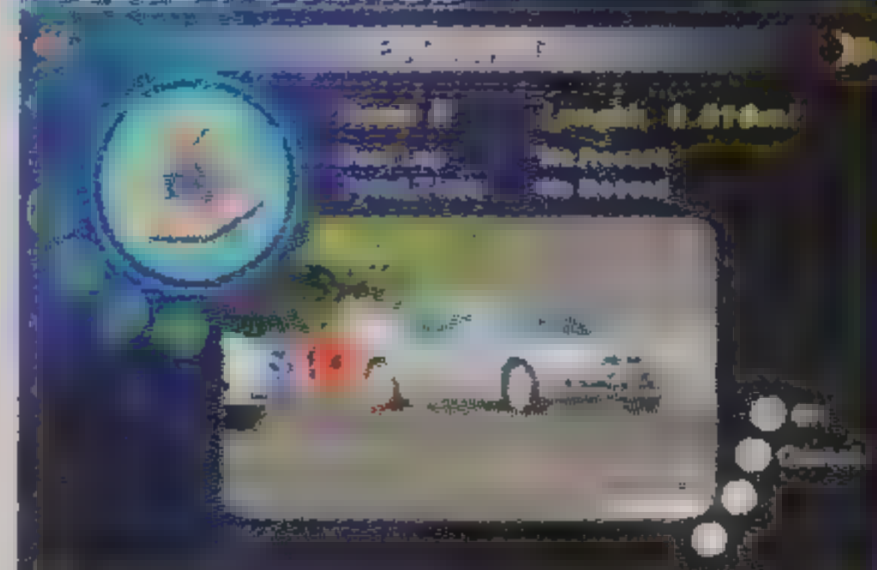
Tracks And Cars

W

e've provided a complete car list to help you obtain every possible vehicle in the game. In addition to that, we've spent considerable time tweaking the steering settings and have found the best possible steering configuration.



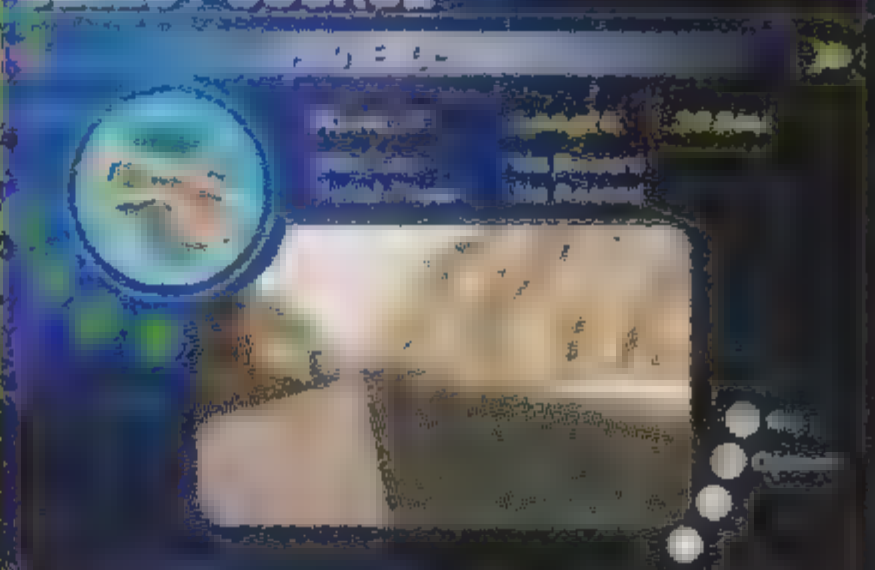
SELECT COURSE



SELECT COURSE



SELECT COURSE



▲ Here are some of the tracks at the beginning of the game. Beat each track to open up the new ones.

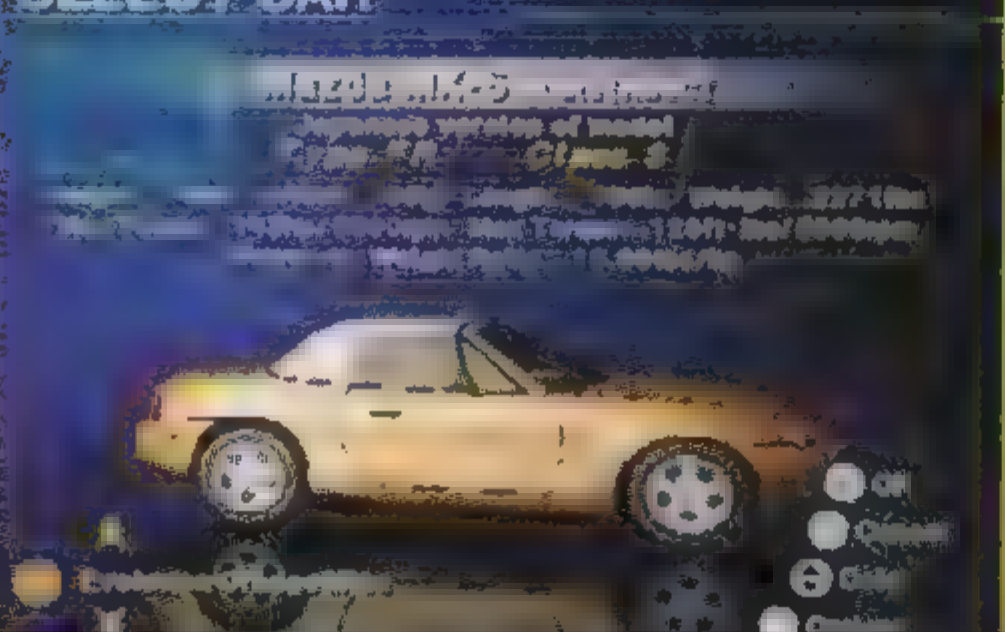
THE RACE TRACKS

- | | |
|---------------------------|-------------------|
| 1. Province Beginner | 7. Suzuka Circuit |
| 2. Urban Highway Beginner | 8. Autocross |
| 3. Tsukuba Circuit | 9. Zero-4 |
| 4. Suzuka Circuit East | 10. West Coast |
| 5. Province Expert | |
| 6. Urban Highway Expert | |

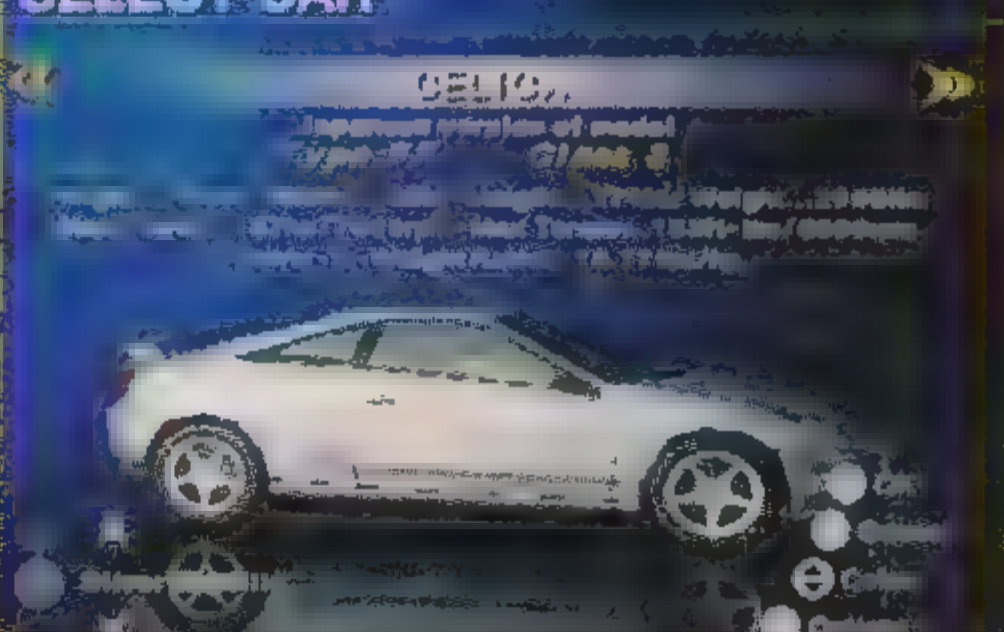
SELECT CAR



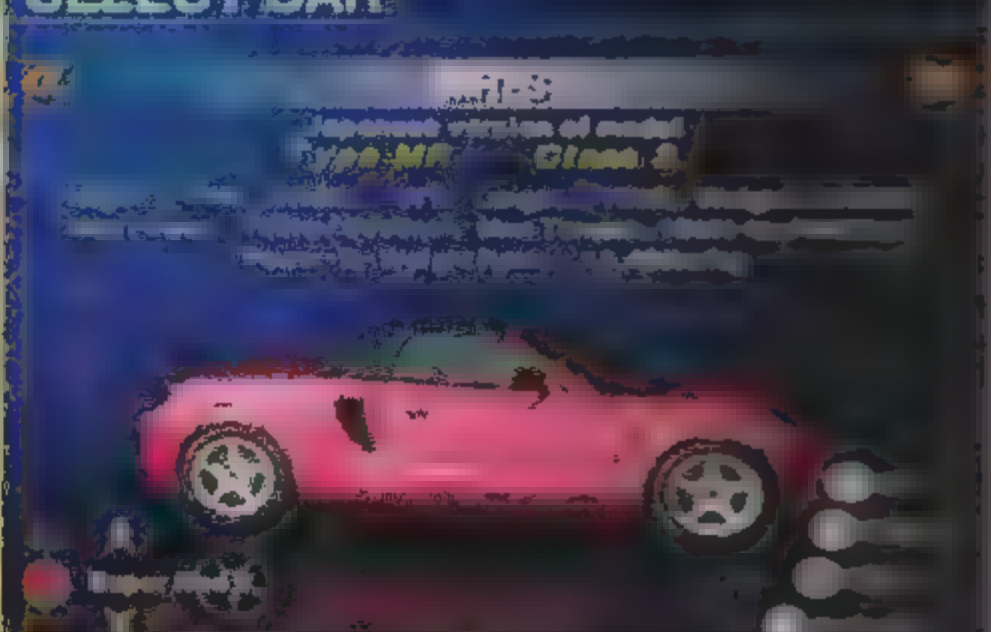
SELECT CAR



SELECT CAR



SELECT CAR



▲ Although the number of cars is not quite as extensive as the GT series, there's enough variety to keep things interesting. You just gotta love that Toyota MR-2 Spyder. Sweet!

THE CARS

Some of the cars are available from the start of the game, while others will need to be unlocked by placing first on certain tracks in ARCADE TYPE-S. Some will need to be unlocked by completing a track before a certain time in the TIME ATTACK mode. Gentlemen, start your engines.

HONDA

Track to beat

- | | |
|----------------|-------------------------|
| Civic type R | Available at start |
| Honda S2000 | Suzuka Circuit (Div.3) |
| Integra type R | West Coast (Div.1) |
| NSX S Zero | Tsukuba Circuit (Div.1) |

MAZDA

Track to beat

- | | |
|-------------------------|--------------------------------|
| Mazda MX-5 Miata (NB8C) | Available at start |
| Mazda MX-5 Miata (NA8C) | Line: Autocross 1:
0:13:206 |
| Mazda RX-7 (FD3S) | Urban Highway (Div.1) |
| Mazda RX-7 (FC3S) | Line: Autocross 2:
0:20:909 |

MITSUBISHI

Track to beat

- | | |
|-------------------------|-------------------------|
| FTO GP version R | Urban Highway (Div.3) |
| Pajero Super Exceed | Province exp. (Div.3) |
| GTO Twinturbo | Tsukuba Circuit (Div.2) |
| Lancer GSR Evolution VI | Urban Highway (Div.2) |

NISSAN

Track to beat

- | | |
|--------------------------|--------------------------------|
| Primera 2.0Te-v | Province beg. (Div.3) |
| Fairlady Z VersionS 2by2 | Suzuka Circuit (Div.2) |
| Silvia spec-R | West Coast (Div.2) |
| Skyline GT-R V-spec | West Coast (Div.1) |
| 180SX Type X | Line: Autocross 3:
0:21:698 |

SUBARU

Track to beat

- | | |
|-----------------------|------------------------|
| Legacy Wagon GT-B | Suzuka Circuit (Div.2) |
| Impreza WRX STI V. VI | Province exp. (Div.2) |

TOYOTA (10 total)

Track to beat

- | | |
|-----------------|-------------------------|
| Celica | Available at start |
| MR-S | Available at start |
| Lexus IS200 | Tsukuba Circuit (Div.3) |
| Chaser Tourer V | Province beg. (Div.2) |

- | | |
|---------------------|--------------------------------|
| Supra | Province beg. |
| MR2 | Line: Autocross 4:
0:28:170 |
| Sprinter Trueno GTV | Line: Autocross 2:
0:20:909 |
| Corolla Levin GTV | Line: Autocross 3:
0:13:206 |

ALFA ROMEO

Track to beat

- | | |
|--------------------|---------------|
| Alfa GTV 3.0 V624V | Urban Highway |
|--------------------|---------------|

BMW

Track to beat

- | | |
|------------|----------------|
| BMW 328 Ci | Suzuka Circuit |
|------------|----------------|

FERRARI

Track to beat

- | | |
|------------|----------------|
| 360 Modena | Urban Highway |
| F50 | Suzuka Circuit |

PORSCHE

Track to beat

- | | |
|-----------|---------------|
| Boxster S | Urban Highway |
| 911 GT3 | Province exp. |

TVR

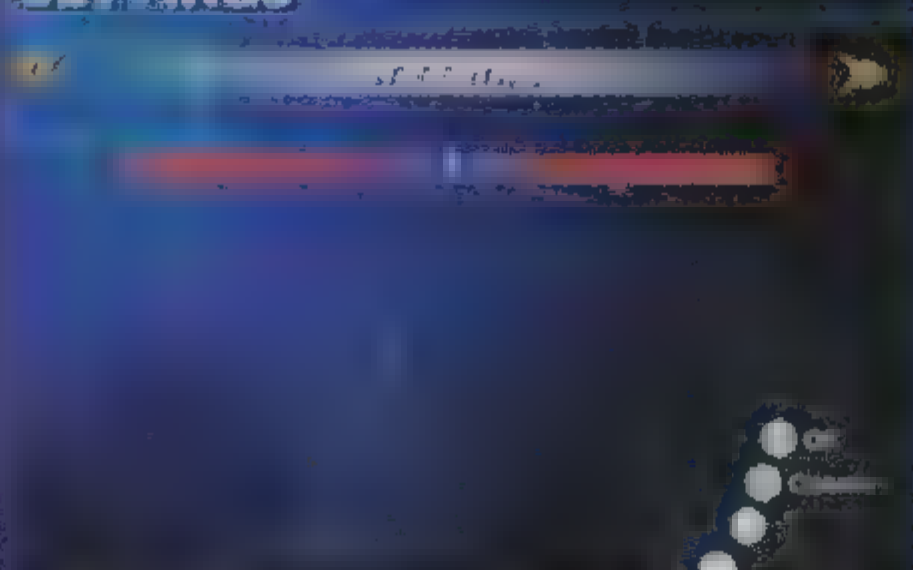
Track to beat

- | | |
|-------------------------|----------------|
| Griffith Blackpool B340 | Suzuka Circuit |
|-------------------------|----------------|

ADDITIONAL HIDDEN CARS

- JGTC Raybrig NSX
- JGTC Castrol Mugen NSX
- JGTC Mobil 1 NSX
- JGTC Denso Supra GT
- JGTC Castrol Supra
- JGTC FK/Massimo Cerumo Supra
- JGTC Pennzoil Nismo GTR
- JGTC Arta Zexel Skyline
- JGTC Calsonic Skyline

SETTINGS



▲ Adjusting the steering setting will be an important factor in winning races, so this is the first aspect of the game you should pay special attention to.

RECOMMENDED SETTINGS FOR STEERING

Given that the control in Type-S isn't the greatest, it's important to configure the settings to feel comfortable. Having a low margin will make your car shimmy left and right very easily, but having a high margin will make your car unresponsive. We've found the best setting is 80. Although Response allows for steering slightly, it is best to leave it at 0. However, depending on your preferences, you may want to slightly alter these recommendations.

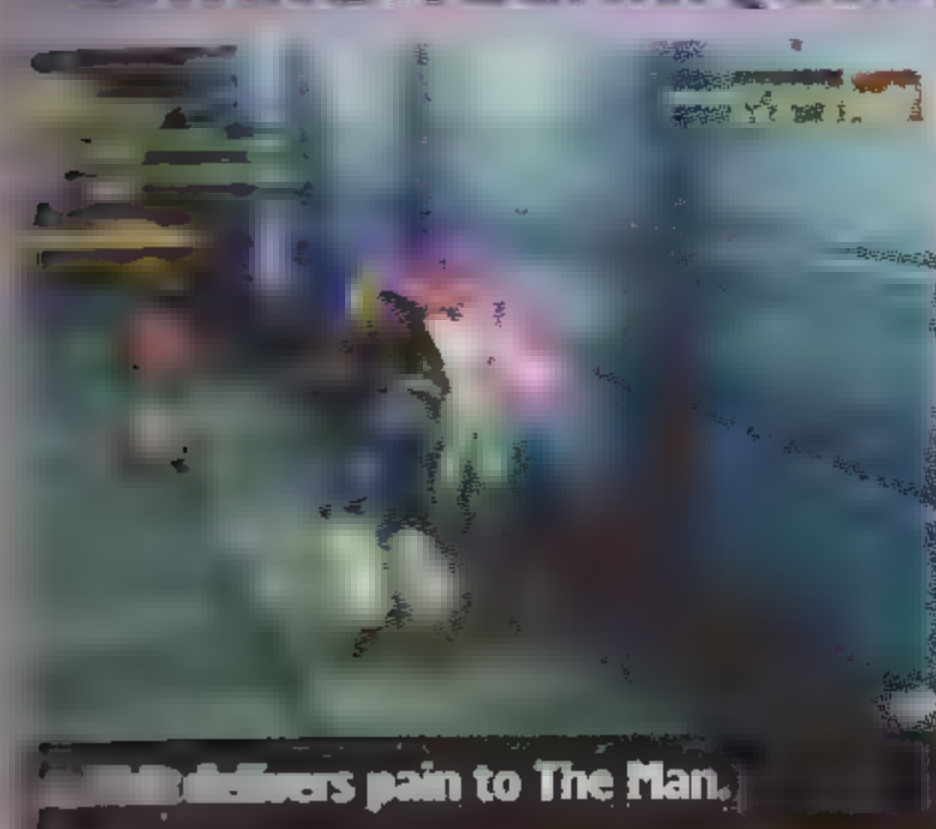
THE BOUNCER

Fighting Bosses And Enemies

We've listed fighting techniques to beat some of the tougher enemies and bosses, as well as provided tips for getting through some of the harder parts of the game. Now get out there and start kicking butt and taking names!

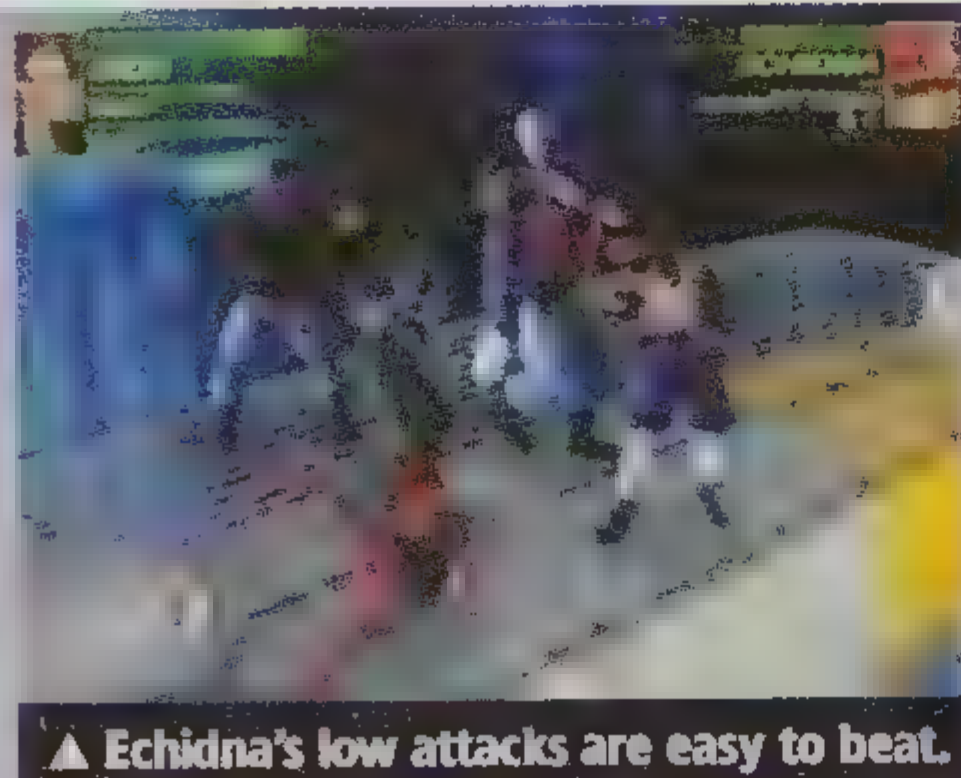


FIGHTING TECHNIQUES



Some of the bosses can be tough. In general, attack with whatever move seems to be effective in the situation. When fighting robots, something like the lines of Sion's Torpedo Kick or Bouncers is useful; use quick attacks like these to halt the robots' attacks and finish them off safely and quickly. Against human enemies, try attacking them when you can. This will deal a lot of damage and get you through levels quickly and safely. Some bosses, such as Mugetsu or Dauragon, usually have a fighting pattern that can be easily deciphered.

Don't underestimate the usefulness of blocking. Knowing when to block can determine if you're successful.



▲ Echidna's low attacks are easy to beat.

Also, use blocking to find a boss's attack pattern. Once it is discovered, you should have no problem disposing of that boss.

Back Attacks



▲ Spin before your butt gets kicked!

I find that back attacks are a little cheap, since they cannot be blocked. So, if you find yourself surrounded by enemies, move yourself in a position where you are facing them. Use back attacks to your advantage, too; if a

boss has his or her back to you, attack immediately.

Trinity Rush

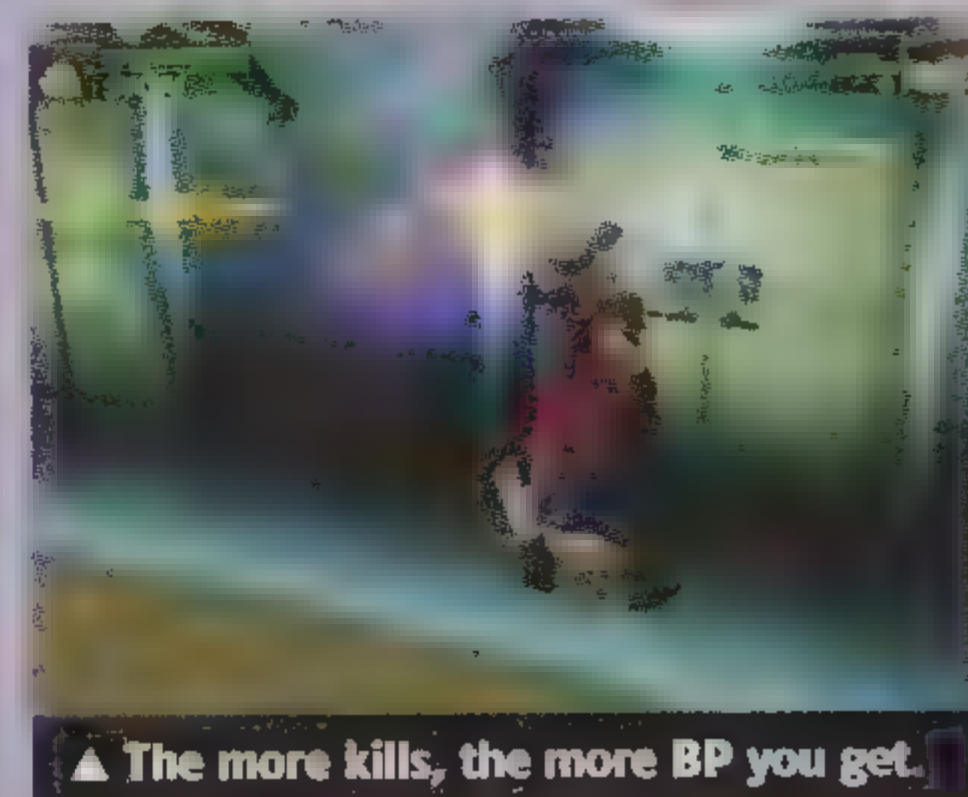


▲ Don't waste time with the Trinity Rush.

Although these special attacks are probably the most interesting part of the battle system, try limiting your use of them; they do minimal damage, and will do little more than distract you from fighting.

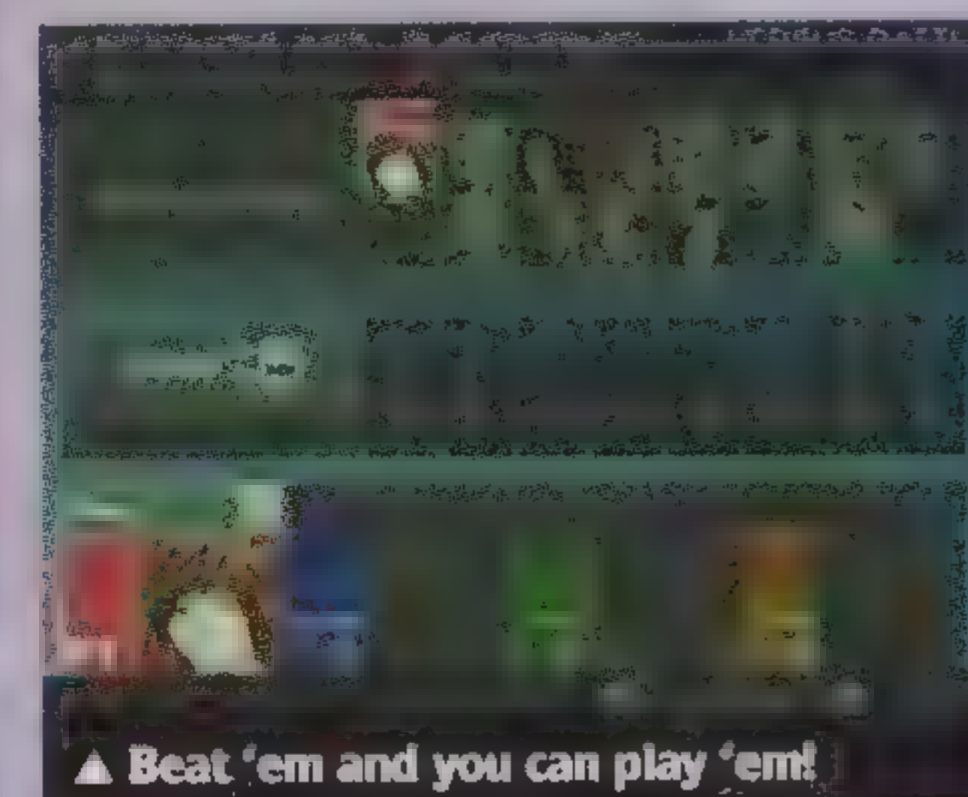
Bouncer Points

This is another cheap aspect of The Bouncer. While fighting, no matter how severely you punish an enemy, the most important thing to remember is to get the last hit. If you don't kill the enemy, you will receive less BP. Keep a check on your allies, so that they will not receive your much needed BP.



▲ The more kills, the more BP you get.

Unlocking Characters

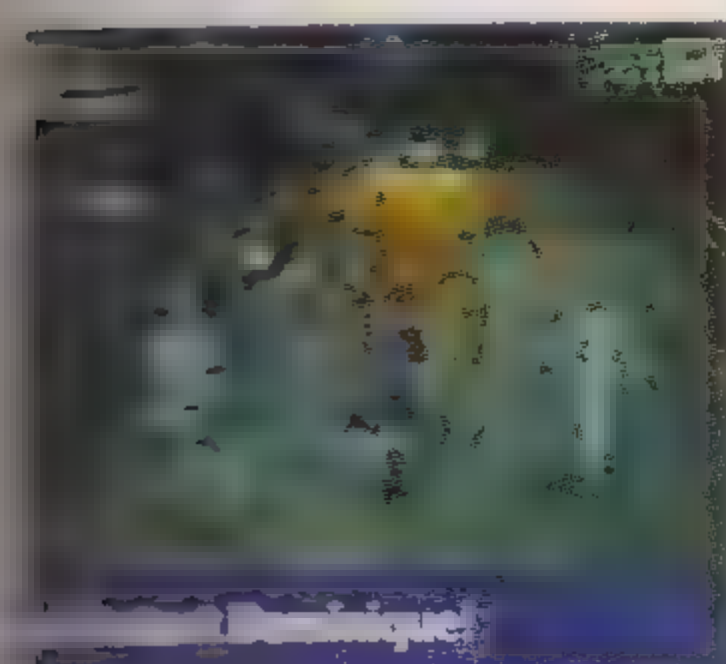


▲ Beat 'em and you can play 'em!

In Versus mode, you can use the bosses and other enemies from story mode. They are unlocked simply by beating them in Story mode. The complete list of characters is as follows: Echidna, Dauragon 1, Dauragon 2, Dauragon 3, Dauragon 4, Mugetsu 1, Mugetsu 2, PD-4, Dominique, Kaldea, Wong, Leann

DIFFICULT LEVELS

Fighting Dominique

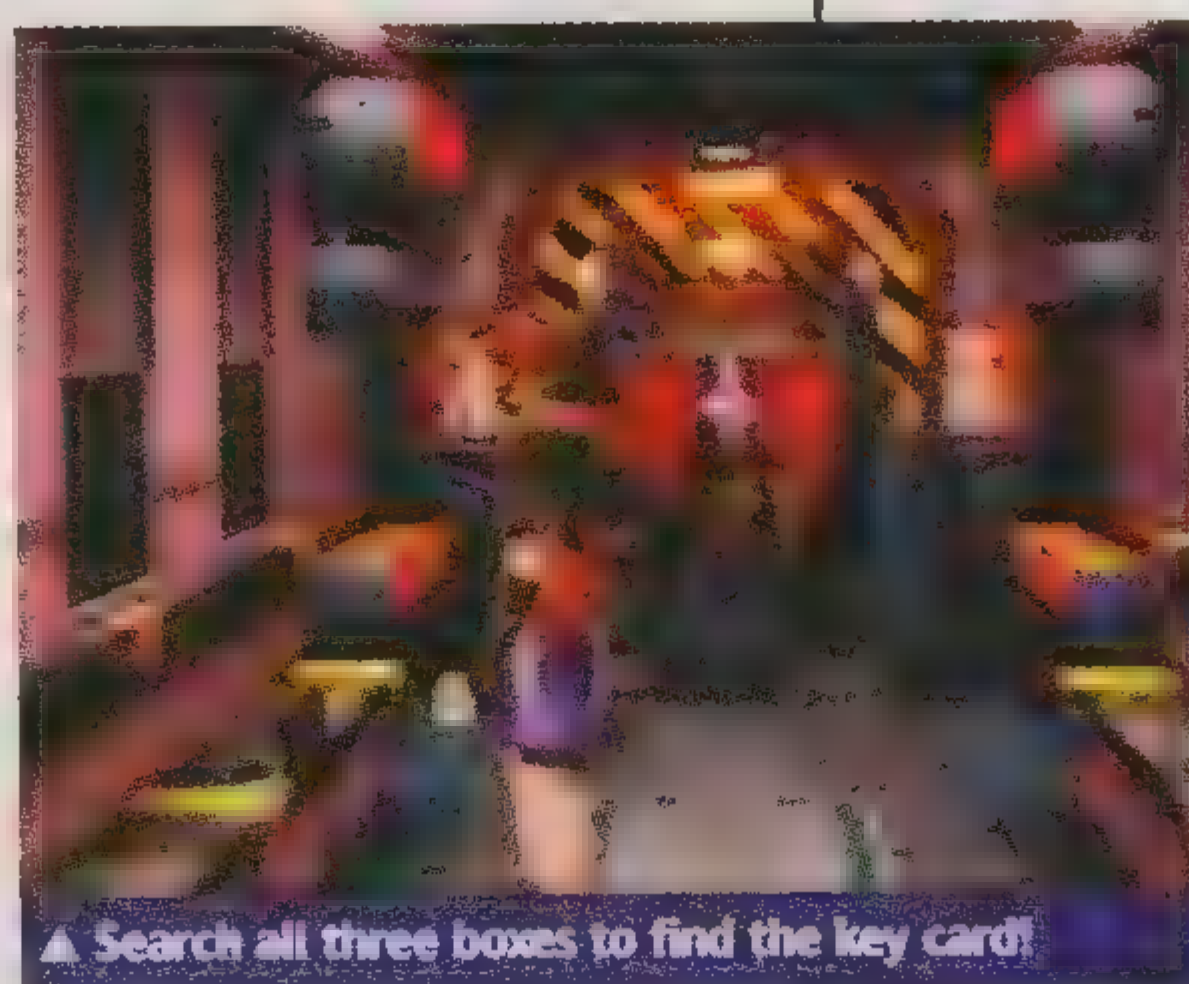


She can be a little tough. The game will end if her HP runs out, so your priority is to defeat Dominique. If she gets

attacked, stop what you're doing and defend her. Also keep in mind that this segment is long and full of battles, so conserve your energy. The best way to go about this is to find an effective move — we recommend the Torpedo Kick — and keep doing it. This method may be boring, but it works. You can also finish this segment another way: just run past everyone. However, if you do, you'll earn less BP.

Finding the Key Card

The key is always in one of



▲ Search all three boxes to find the key card!

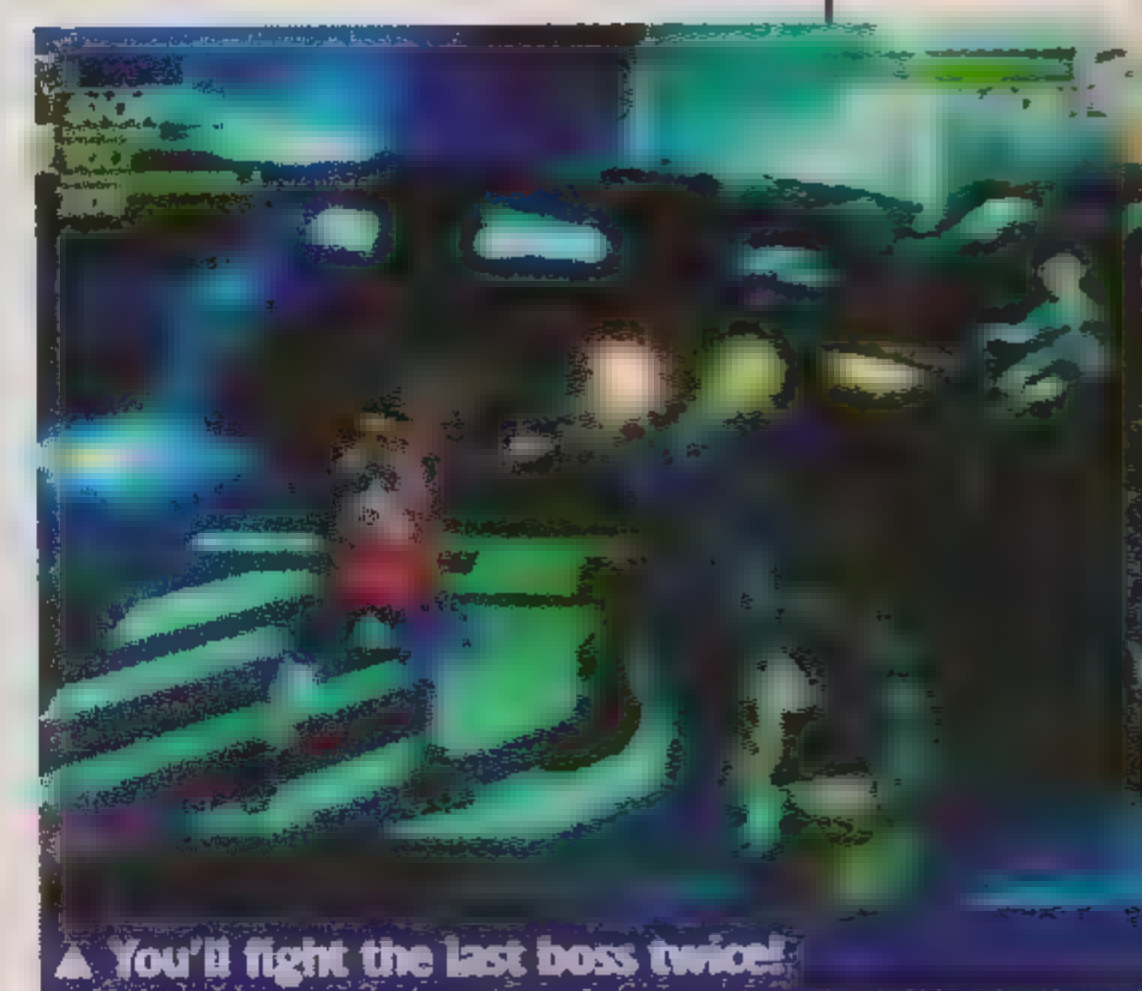
three spots, which changes depending upon the order you open up lunch boxes. In the front of the train car, on the ground is one lunch box; to the back right, on a bench

is another box; on the bench directly across from the previous box, is the final one. The card key is always in the third box that you open.

Dauragon

The final boss can be a bit of a pain. The best way to beat him is to attack him from behind. Let Dauragon fight with your allies and then hit

him from behind. The most useful attacks are ones that knock him down, such as Sion's. If your allies die, try to block all of his attacks, and then wait for an opening.



▲ You'll fight the last boss twice!

ONIMUSHA

Boss Strategies And General Tips

The most challenging aspect of Capcom's samurai adventure game are the bosses. They all fight differently, but there are some useful strategies that can be used against them to achieve certain victory.

GENERAL TIPS

Block Often

Unlike in the Resident Evil games, you can actually block most attacks in Onimusha by hitting the L1 button. Obviously, if there's an opponent much larger than you, his attacks will cause damage even if you do try to block. Regardless, if you ever get surrounded or backed into a corner and don't know what to do, just play it safe and go on the defensive.

The In and Out

Probably the best way to fight most major enemies is with the in and out strategy. Hold down R1, so that your character can dodge in and out quickly. Then, dash in, strike once or twice and then dash back. Wait for the next opening in your opponent's attack and then repeat. This tactic should allow you to take down most enemies without getting hit.

Strafing

Since combat plays such an important role in this game, it's

good that our lead characters can move around quickly. When holding down the R1 button, you can strafe around an opponent and still face towards them. This allows you to dodge strong incoming attacks by sidestepping and then counterattacking from another angle. Practice this technique often.

Knockdown Combo

Finishing off a demon is easy if you knock them down with your kick (down + Square) and then stab them when they're on the ground. This is a great combination because it greatly reduces your chances of getting hit and

shortens the amount of time you have to spend fighting. Most of the basic demons will fall for this technique.

Build Up Your Energy

During the first part of the game, you should try and defeat as many enemies as you can. That's because they aren't that difficult and you can quickly build up a reserve of their energy in your mystic gauntlet. You can then use that energy to make your weapons stronger. The faster you build up your weapons, the better off you'll be in the long run.

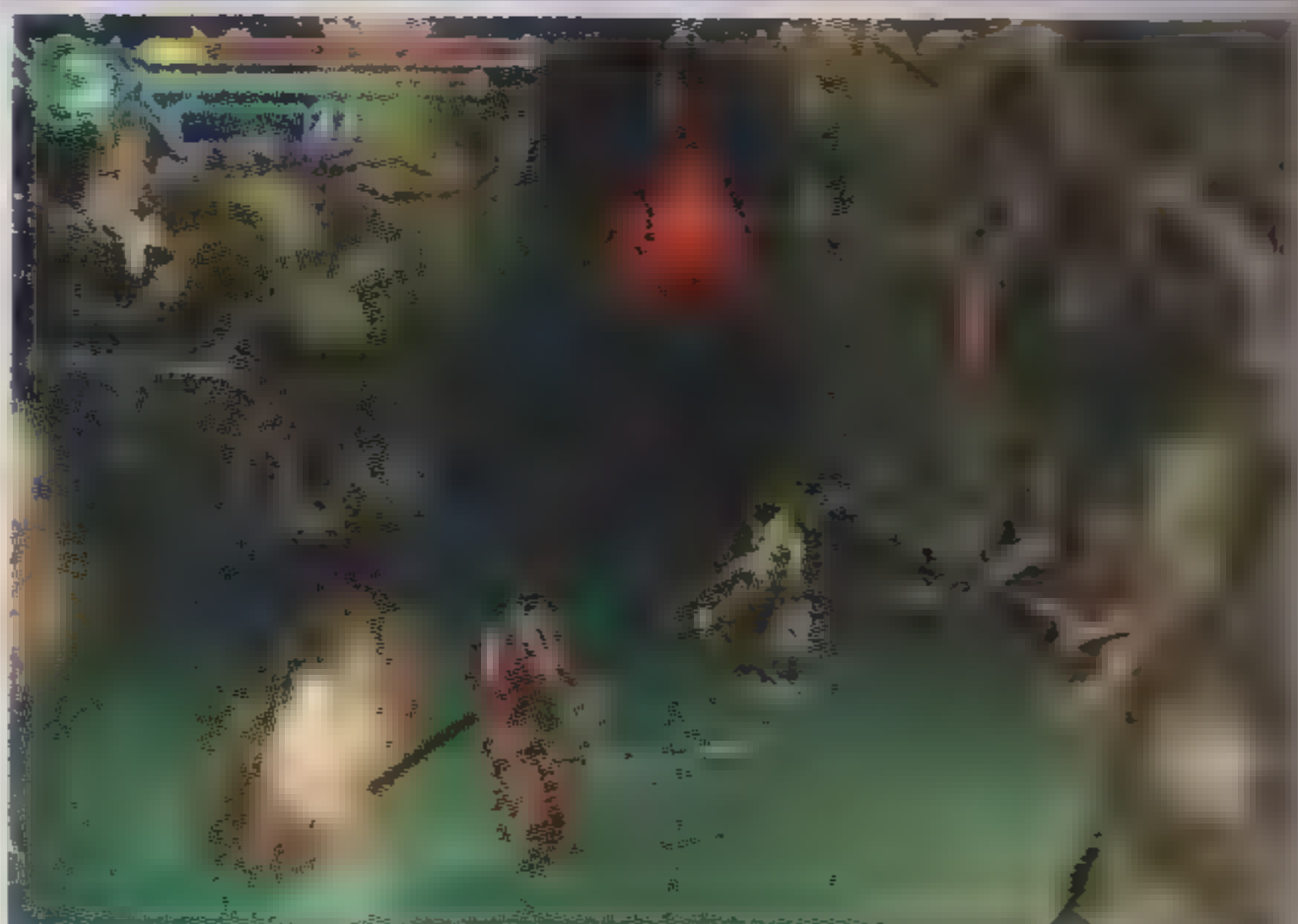


Boss #2 - Encounter on the Rooftop



This battle is straight out of an anime show. On a moonlit rooftop, you see your enemy in the shadows, facing away from you. He turns, revealing himself, and you start to feel like running away. Unfortunately in this game, you can't do that. You're going to have to stand your ground and fight. The thing about this guy is that he's fast AND strong. He also attacks with wind magic, which can push you away. The best strategy here is to keep moving to the side. Don't stand directly in front, unless you're forced to. That's because almost all of his attacks, such as his charge, hit straight on. If you keep off to the side, he has a much harder time hitting you. Whenever he misses an attack, let him have it with a barrage of sword strikes. If you find yourself trapped in a rooftop corner, don't freak out. Just block, and when he gets knocked back, strafe to the side and find a safe place again.

Boss #3 - Fighting With Yourself



If this isn't a symbolic fight, we don't know what it is. Having to face yourself in battle can be quite challenging, for the obvious reasons. Your opponent knows your moves and strategies just as well as you do. That's why the key here is not being offensive, but rather being defensive. Wait for your opponent to make the attacks and then take advantage of his openings. In general, the "evil" Samanosuke has the same main attacks. For the most part, he'll just try to hit you with his sword. However, every so often, he'll shoot an energy attack your way. This is the best time to mount an offensive. As soon as you see the energy attack forming, strafe to the side and charge with your sword. If you have enough energy for a special attack, use that. Whatever you do, just don't get into a crazy button-mashing fury because he can take advantage of that. Be patient and strike only when he's about to do a big sword swing (you'll see his arms pull back) or an energy attack. Also, try to get as close as you can to him. If you're too far away, you'll never get an attack in.

THE BOSSES

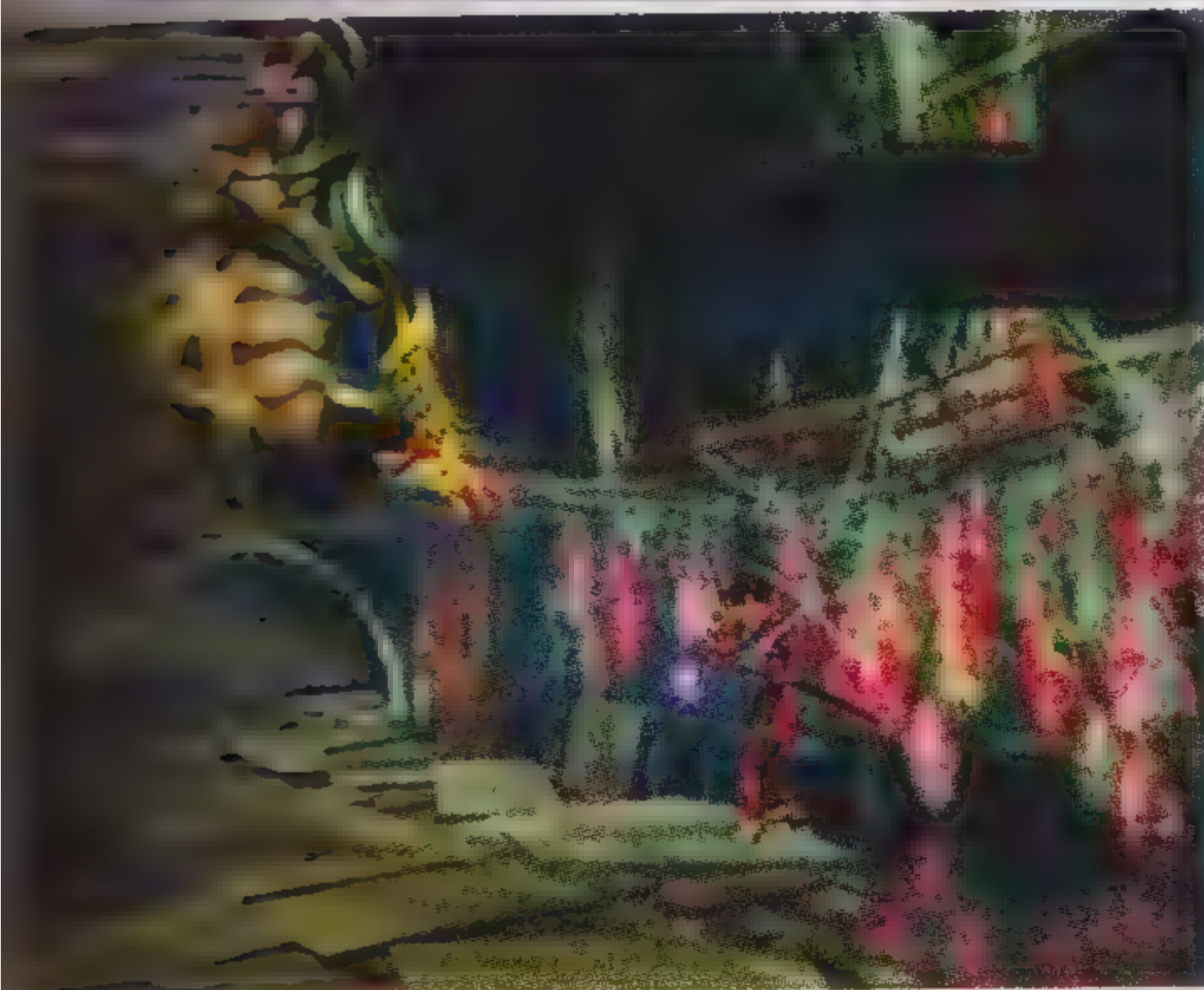
Boss #1 - Battle In The Cave



This guy actually looks a lot tougher than he is. Don't let his size fool you, though, because he can actually

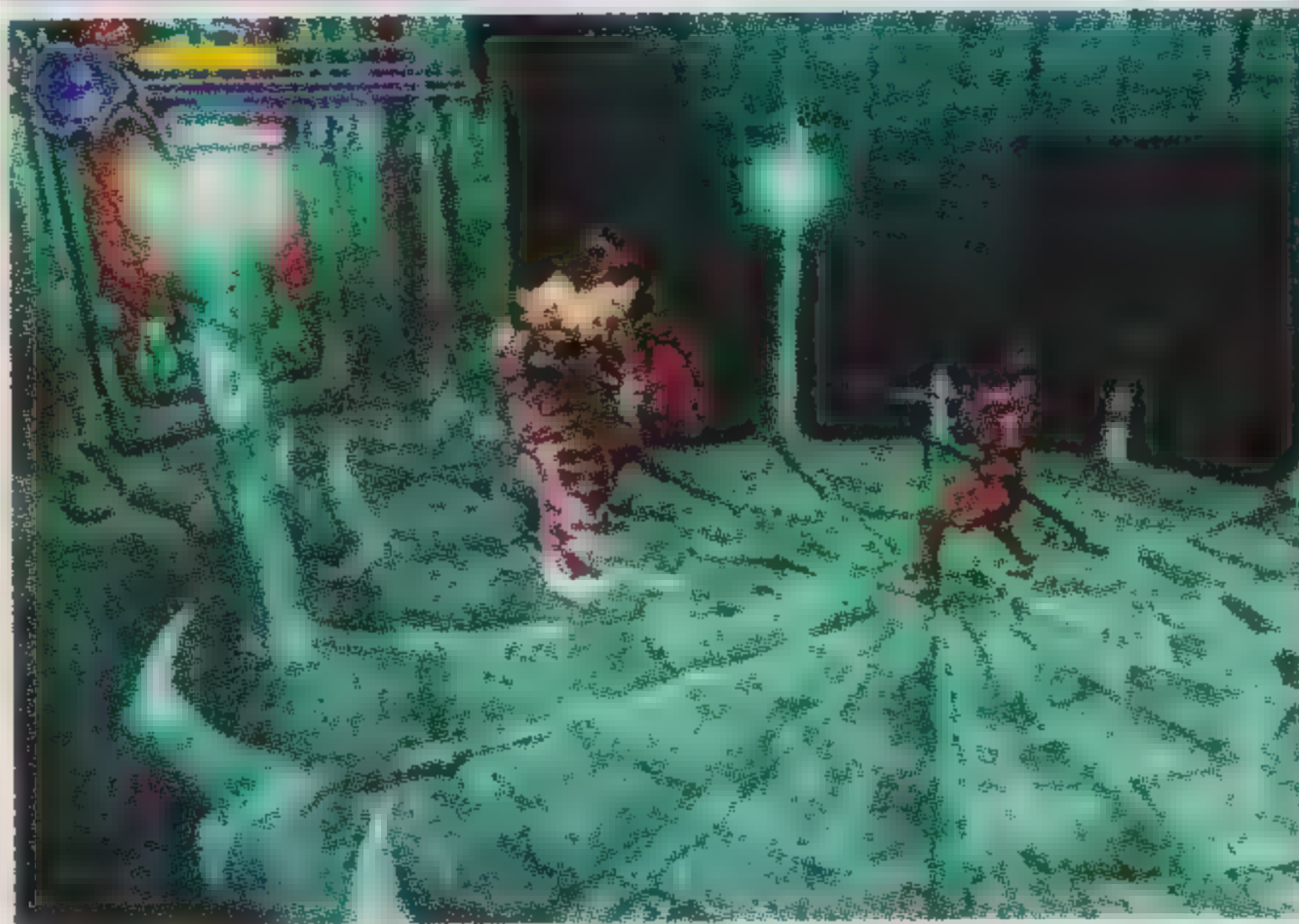
move around rather quickly, often taking you by surprise. The best thing to do here is to make sure that you have your special attack bar fully charged. As soon as you can, execute a single special attack. Then, follow it up with an attack combination. After that, back off and keep your distance. If you still have some special attacks available to you, use them, but be mindful of his club. It covers a lot of area quickly and causes a lot of damage. If you just keep your distance and focus on using the In and Out technique, this big fella should fall in no time. Oh, sometimes, this boss will just try and run towards you. If you move out of the way, he'll run into the wall and give you plenty of opportunity to get in some good hits.

Boss #4 - Attack From Above and Below



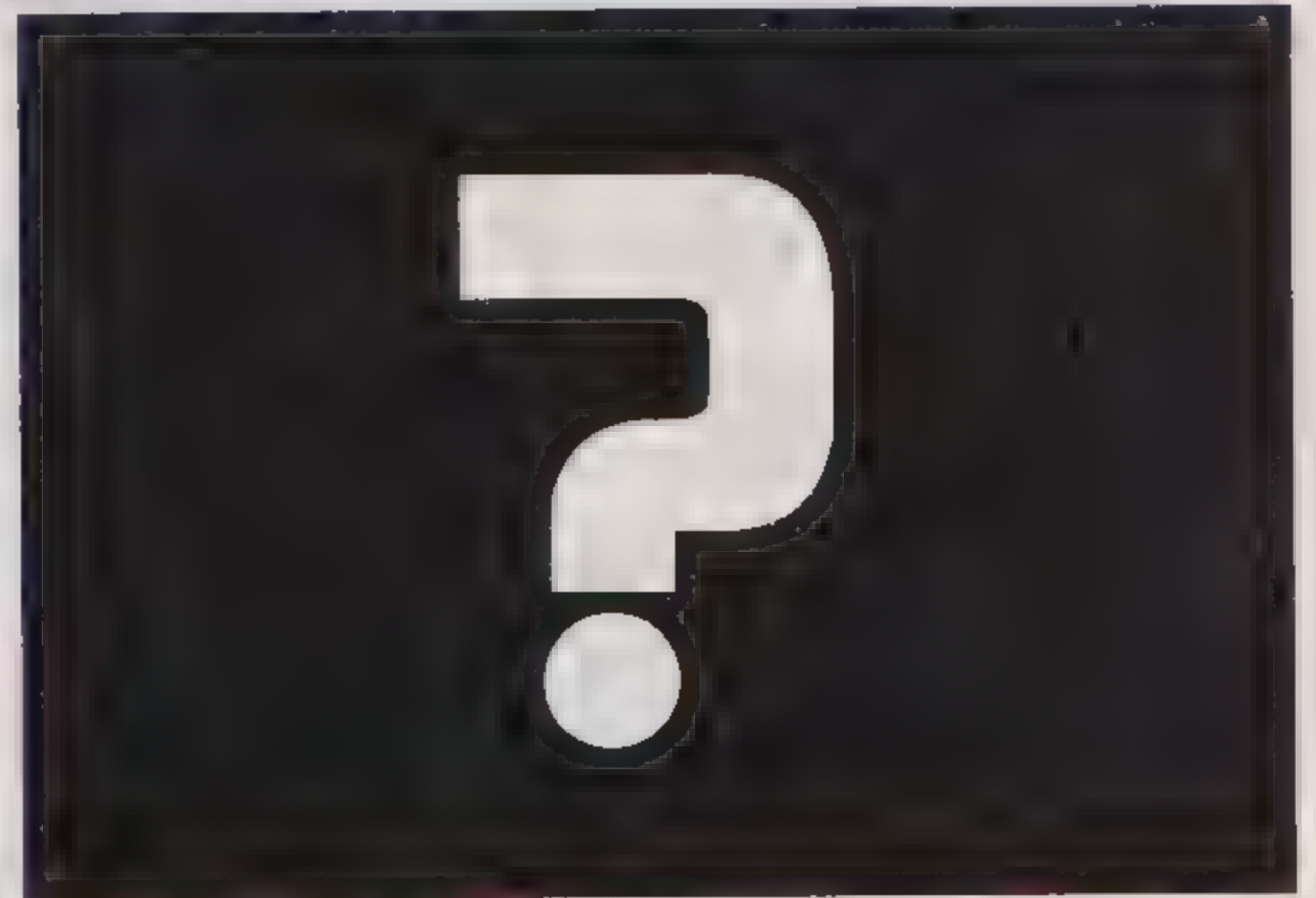
out, you're just going to have to rely on your trusty swords for the finishing blows.

Boss #5 - A Second Meeting



You should remember this dark knight from your encounter with him on the rooftop. The unfortunate thing is that he's much stronger now and has a larger variety of attacks. He also blocks your attacks more often. Not only that, but he moves more quickly and can charge at you before you even get a chance to react. It's better to handle this fight defensively. Keep moving around and don't get too anxious with your attacks. Watch out for his large sword swings and his red whirlwind attack. After the swings, move in for a few hits and then back off. As soon as you get his energy level pretty low, he'll switch weapons and charge at you often. Just wait for the charge, strafe out of the way and hit him from the side or back. Repeat this a few times and he'll no longer be a problem. Above all, keep moving around the circle so that you don't get trapped in a corner.

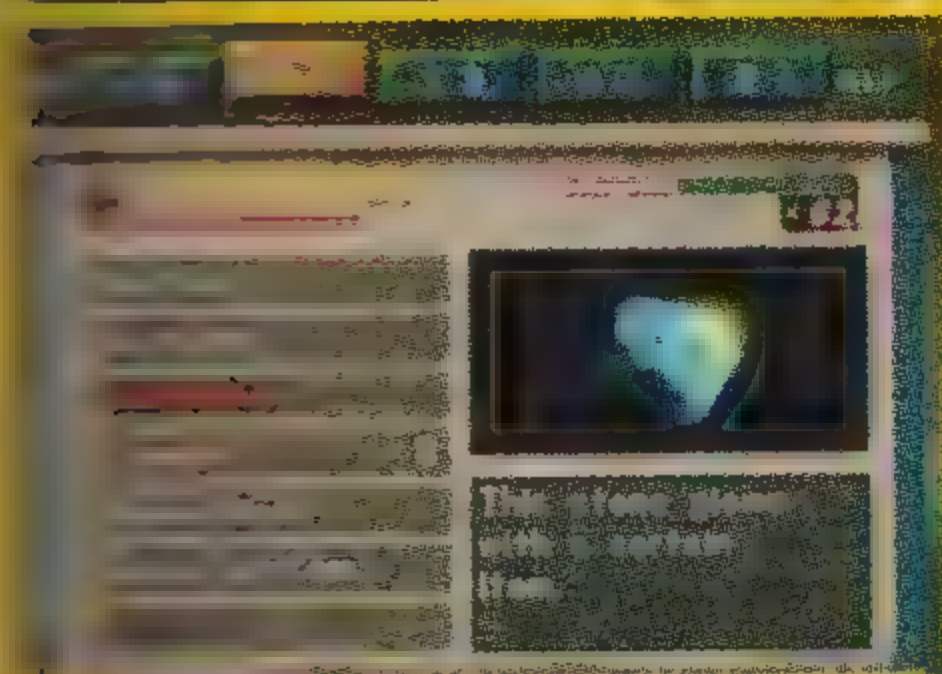
Boss #6 - The Final Battle



Despite the fact that this is the final boss, he's actually a bit easier than some of the other bosses you have faced. He doesn't really move around, so you don't have to worry too much about being pinned in a corner. Still, his three main attacks are quite damaging and cover a large area. His main attack is sending out multiple energy spheres that shoot electrical energy towards the ground. The best tactic against them is watch where their shadows fall and move out of their way. He then normally follows this up with either a laser beam attack from his eyes or a slashing attack with his arms. If he starts to shoot the lasers, watch the area that they appear in and move to the opposite side of the room. If he pulls back his arm to slash at you, just block. He almost always slashes twice, so keep that in mind. Normally, there is plenty of time to get in some hits in between these attacks. He's pretty strong, though, so it's best if you have all of your swords' special attacks powered up before you even challenge him. Hit him with all of them and it should only take a few minutes to finish him off.

BONUS ITEMS

Find the Fluorite Stones



One of the things that determines the additional modes and extras you unlock at the end of Onimusha are the Fluorite Stones. There are twenty of them in total and they're scattered throughout the entire game. Usually, you can't see where they are... you have to check every square inch of every background. Later on, you'll find the Vision Staff, which lets you see the stones easily. However, by the time you have it, you will not have access to the end of the game. That's why you have to check everywhere you can, from the very start.

Earn the Bishamon Sword

The most challenging "secret" to unlock in this game would easily have to be the Bishamon sword. Extremely powerful and containing an unlimited magical energy, this sword makes finishing the game so much easier. However, it will take the most skilled of samurai to actually find it. Are you up for the challenge?

There are only two locations in the game where you can be transported to the Dark Realm. One is located in a well and the other in the main building. In these two places, you will come across a strange-looking man that drops down from the ceiling. When you're a strong enough warrior, he will offer to transport you to the Dark Realm. Accept and you will find yourself battling through a large number of levels, all inhabited by demons found in the game. As you go deeper, the demons become more and more powerful and the number of herbs and medicines greatly reduces. You'll have to rely on your



combat skills to make it to the end. If you do, you'll be awarded with the Bishamon Ocarina. That whistle, in turn, can open a room that houses the Bishamon sword. We're not going to tell you exactly where the sword is located but we will say that you can find it somewhere between the three last bosses.

Note: Since this is a very difficult task, you should make sure you have several herbs and/or medicines with you before you even try. If you don't have many, you can try it anyway. Fight through a couple of levels and pick up all the herbs you can find. Then return to the normal world. Then, go back into the Dark Realm and get some more herbs. Do this until you have a good supply.

CODES

This month's hottest cheats

CHAMPIONSHIP SURFER

This should open up all the beaches, including the hidden Arctic Beach and the hidden "Iceman" surfer.

L2 R1 R2 L1 L2 at the main menu or press start screen.

SUMMONER

START WITH ALL SPELLS

At the title screen, hold R2 and press ☐ . If you hear "I gotcha", you have entered the code correctly.

THEME PARK ROLLER COASTER

EVERYTHING IS FREE

Inside the amusement park, enter (input this combination eight times)

GOLDEN TICKETS

Inside the amusement park, enter (enter this combination four times)

COLIN MCRAE RALLY 2.0

UNLOCK ALL TRACKS

Enter HELLOCLEVELAND in the "Create New Driver Profile" screen.

UNLOCK ALL CARS

Enter ONECAREFULOWNER at the "Create New Driver Profile" screen.

CAR CODES

To unlock select cars, one at a time, enter the following vehicle codes at the "Create New Driver Profile" screen:

Car Code

Lancer Road CarOFFROAD
Mini CooperJOBINITALY

Sierra Cosworth.....JIMMYSCAR
Ford Puma.....COOLESTCAR

LOONEY TOONS RACING

HIDDEN CHARACTERS AND BONUS TRACK CHEATS

Too lazy to unlock all the stuff manually? No problem. We've got you covered. All of the following cheats are entered at the Main Menu.

Character Or Track	Cheat Code
Foghorn Leghorn.....	<input type="x"/> <input type="x"/> L2 <input type="square"/> <input type="square"/> Select
Pepe Le Pew.....	<input type="x"/> <input type="x"/> R1 <input type="square"/> <input type="square"/> Select
Yosemite Sam.....	<input type="x"/> <input type="x"/> R2 <input type="square"/> <input type="square"/> Select
Sylvester.....	<input type="x"/> <input type="x"/> L1 <input type="triangle"/> <input type="square"/> Select
Rocky.....	<input type="x"/> <input type="x"/> R2 <input type="square"/> <input type="square"/> Select
Granny.....	<input type="square"/> <input type="triangle"/> <input type="triangle"/> L1 R1 Select
Gossamer.....	<input type="triangle"/> <input type="square"/> R2 R1 <input type="square"/> Select
Duck Dodgers.....	L2 <input type="square"/> <input type="square"/> <input type="triangle"/> <input type="square"/> Select
Evil Scientist.....	<input type="square"/> <input type="square"/> L2 R2 <input type="triangle"/> Select
Genie.....	<input type="square"/> L1 R1 <input type="triangle"/> <input type="square"/> Select
Hector.....	<input type="triangle"/> L2 L1 <input type="triangle"/> <input type="square"/> Select
Garden Speedway.....	R1 <input type="x"/> <input type="x"/> L1 <input type="square"/> Select
Planet X Speedway.....	R1 <input type="square"/> <input type="square"/> L2 <input type="triangle"/> Select
Duck Speedway.....	<input type="square"/> <input type="x"/> <input type="square"/> <input type="square"/> R2 Select
Forest Speedway.....	<input type="triangle"/> R2 <input type="x"/> <input type="triangle"/> L1 Select
Planet Y.....	<input type="x"/> <input type="x"/> <input type="triangle"/> L2 L1 Select
Wackyland.....	L1 <input type="square"/> <input type="square"/> R2 <input type="triangle"/> Select
ACME Factory.....	L2 R1 R2 <input type="triangle"/> <input type="square"/> Select

WHO WANTS TO BE A MILLIONAIRE: SECOND EDITION

NAME CODES

Enter Both of these codes at the Name Entry screen.

Silly Comment - REGIS
Silly Comment 2 - MILLIONAIRE

POWER SPIKE PRO BEACH VOLLEYBALL

At the Main Menu, highlight Options. Press in sequence: . A sound effect

will play to confirm that you've entered the code correctly.

JARRETT AND LABONTE STOCK CAR RACING

VARIOUS CHEATS

Enter the following cheats at the Bonus screen which is found in the Options menu. At the Bonus screen choose the Enter Cheat Code option. Then, enter the cheats listed below. These codes will not work in Championship Mode.

Cheat Unlocked	Code Entered
705 Springs.....	VANISHING
Chrome Cars.....	T2
Exploding Kerbs.....	KERBKRAWL
Extra Power.....	GRUNTSOME
Low Gravity.....	EUROPA
Motion Blur.....	ETHANOL
Nitro Button.....	GLYCERINE

SMACKDOWN 2

HIDDEN SHOWER ROOM

Enter the locker room and Irish Whip the opponent into the right wall. This will cause a hole to appear in the lower right side of the locker room, which leads to the shower room.

HIDDEN BOILER ROOM

Enter basement 1, where an arrow points to a path leading to the car park. On the right is a blocked out door, and to the right of this door is an iron mesh fence. Irish Whip the opponent into the fence. This will create a large hole that leads to the boiler room.

HIDDEN CHAIR WEAPON

Enter the lobby and Irish Whip the opponent into one of the tall grey "stands" that holds the "Shopzone" sign.

HIDDEN EXTINGUISHER WEAPON

Enter the lobby and Irish Whip the opponent into the top left corner.

HIDDEN LOCKER ROOM WEAPONS

Enter the locker room and Irish Whip the opponent into the left single locker or the right double locker. You will find up to four hidden weapons, including the guitar, spade can, or weightlifting bar.

HIDDEN TRASH BIN WEAPON

Enter the dressing room and Irish Whip the opponent into the trash bin. This will produce three more weapons. Remember that the table in the dressing room can be wrecked.

HIDDEN VASE WEAPON

Go to the VIP room and Irish Whip the opponent into the vase.

ARMY MEN: SARGE'S HEROES

INVINCIBILITY

During the game press the start button to pause the game. Now enter . If you entered the code correctly the word "INVINCIBLE" will be shown on the screen when you return to the game.

UNLOCK ALL WEAPONS/AMMO

During the game press the start button to pause the game. Now enter: . If you entered the code correctly the word "POWER UP!" will be shown on the screen when you return to the game.

SPYRO: YEAR OF THE DRAGON

CRASH BASH DEMO

At the title screen, hold L1 + R2 and press .

STAR WARS: DEMOLITION

ALL CHARACTERS

Select the "Preferences" option, then hold L1 + R1. Enter "WATTO_SHOP" at the Mind Trick screen to unlock all characters. Play as Tamtel Shreej.

Successfully complete the game with at least 10,000 credits with Boba Fett and Wade Vox to unlock Tamtel Shreej. Play as Pugwis.

Successfully complete the game with at least 10,000 credits with General Tia & Ghia to unlock Pugwis. Play as Tia & Ghia.

Successfully complete the game with at least 10,000 credits with Aurek Shugg to unlock Wittin. Play as Wittin.

Successfully complete the game with at least 10,000 credits with Aurek Shugg to unlock Wittin. Play as Wittin.

GAMESHARK CODES

TOMB RAIDER: CHRONICLES

Matrix Lara

Press and hold jump to fly

d00a603a7ff
801cb7b0ffe0
d00a603a7ff
801d2124ffe0
d00a603a7ff

LUNAR 2 ETERNAL BLUE COMPLETE

Gwyn Ultimate Code

801bb990ffe0
d00a603a7ff
801d2124ffe0

Jeany Ultimate Code

8008461803e7
8008461a000f
8008461c03e7
8008461e03e7
8008462003e7
8008462203e7
8008462403e7
8008462603e7

Leo/Mystere Ultimate Code

8008462803e7
8008462a000f
8008462c03e7
8008462e03e7
8008463003e7
8008463203e7
8008463403e7
8008463603e7
8008463803e7
8008463a000f
8008463c03e7
8008463e03e7

2000 credits with Tamtel Shreej, and 1000 credits with Malakili. Play the mission, Darth Maul, and

Successfully complete the game with at least 1000 credits with Malakili to unlock Darth Maul, and Lobot. Droid

MISSION 11: MOS EISLEY

Go to the two buildings with the same name in the center of the area. Ride to the top of the first building to get a Droid power-up. Next to the second building is another one with a slope. Ride to the top of the slope, ride to the top. Drive into the second building and you'll be transported to the other building, acquiring the

MISSION 12: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 13: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 14: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 15: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 16: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 17: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 18: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 19: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 20: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 21: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 22: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 23: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 24: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 25: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 26: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

MISSION 27: DUNE SEA

Go to the Sand Crawler until it stops. Enter into the mouth to receive a power-up. Repeat this to get a

Up" allows you to select costume color, the number of energy bars, and the ability to permanently power up your Ciper.

STRIDER HIEN (STRIDER 1)

Successfully complete the game to unlock Strider Hien.

INFINITE BOOST (STRIDER 2)

Successfully complete the game with Strider Hien to unlock the "Infinite Boost" selection on the option menu.

STAGE 00

Successfully complete both Strider 1 and Strider 2 to unlock Stage 00 in Strider 2.

RAYMAN 2

CLASSIC RAYMAN MINI-GAME

Collect over 90% of the Lums in the game, then complete the game and allow the credits to complete to play a mini-game based on the original Rayman.

MOTORACER WORLD TOUR

STUNT LIST

EASY

Figure	Description
Split Legs in V	+
Tailstand	+
Cuffed	+
Sitting with legs and no hands	+
Kneeling on the handlebar	+
Front Fender Grab	+
Aerial	+

MEDIUM

Figure	Description
Head on handlebar	+
Double Can Can	+
Left Can Can	+
Nac Nac	+
Left Nac Nac	+
Nothing	+
Windsurf	+
Saran Wrap	+
Heel Clicker	+

HARD

Figure	Description
Superman	+
Superman Seat Grab	+

Cliffhanger	+
Double Candy Bar	+
Cordobes	+
Looping	+
Staying Alive	+
Hart Attack	+

007 RACING

IN-GAME CHEATS

All Cheats in 007 only be work on completed Missions.

Pre-Mission Replay

Successfully complete the Pre-Mission in less than 90 seconds. If this is done, you'll be able to see the pre-mission replay instead of the CG sequence.

Slippery Track

Knock out all 11 fire hydrants on the 'Gimme a Brake' Mission (the mission must also be completed successfully). If this is done, all track surfaces are as slippery as soap.

No Radar Two-Player

Successfully complete 'Ambush' with at least 85% health still intact, no Radar is present on the HUD during Two-Player gameplay.

Unlock all Missions

Successfully complete the 'Highway Hazard' Mission without hitting any traffic. Now, all missions are available to play in any order in 00 Agent Mode.

Red Sea

Disable all three tanks on the 'Survive the Jungle' Mission, and complete the mission successfully. Now all of the water in the levels turns red.

Funky Missile Trail

All 'empty' tents [those not containing power-ups] must still be intact when the level is successfully completed. Now, smoke trails on Hellfires and Stingers are multi-colored, shifting rapidly through several hues.

Crazy Skids

If you successfully complete the 'Escape'

Mission with 100% score, skid marks appear bright GREEN as opposed to their usual black.

Double Health

When you successfully complete the 'Break Out' Mission with 100% health still intact, all Medical kits are worth double their original value: 50 points.

Double Damage

If you make all of the Nitro and TSP-6060 pickups in the 'River Race' Mission, and successfully complete it, in Two-Player, any damage inflicted on the opposing player is worth double its original value.

Purple Explosions

Complete the 'Download' Mission with a perfect score. Now, all of the explosions in all levels appear purple instead of orange.

Blue Goggles

Successfully complete the 'Submerged' Mission with 100% health. Now, the security cameras in Mission 8 'Break Out' (usually GREEN) and the IRGoggles in Mission 11 'Submerged' (usually RED) are tinted BLUE.

All Gadgets

Complete the 'Showdown' Mission in less than 2:00. Now, all of the weapons in the game are available in all levels.

BUTTON COMBO CHEATS

Aston Martin Vantage in 2Player

Press the following button combination on the TITLE Screen: L1 R1 △ ○ X. The Aston Martin Vantage is unlocked for use in Two-Player gameplay.

UNLOCKED MULTIPLAYER ARENAS

Two-Player Arena

Successful complete Mission 7 (Escape) in Agent mode. This will unlock the previously-unavailable 'COMPOUND' Two-Player track.

Two-Player Arena

Successfully complete Mission 10 (Download) in 00 Agent mode. This will unlock the previously-unavailable 'ROOFTOPS' Two-Player track.

80084492000f
8008449403e7
8008449603e7
8008449803e7
8008449a03e7
8008449c03e7
8008449e03e7
800844a003e7
3008447d0063
8008449003e7
80084492000f
8008449403e7
8008449603e7

Ronfar: Ultimate Code

8008449803e7
8008449a03e7
8008449c03e7
8008449e03e7
800844a003e7
3008453f0063
8008430803e7
8008430a000f
8008430c03e7
8008430e03e7
8008431003e7
8008431203e7
8008431403e7

Hiro: Ultimate Code

8008431603e7
8008431803e7
300842f50063
8008424403e7
80084246000f
8008424803e7
8008424a03e7
8008424c03e7
8008424e03e7
8008425003e7
8008425203e7
8008425403e7
300842310063



LETTERS

The answer to your question is just a letter or an e-mail away

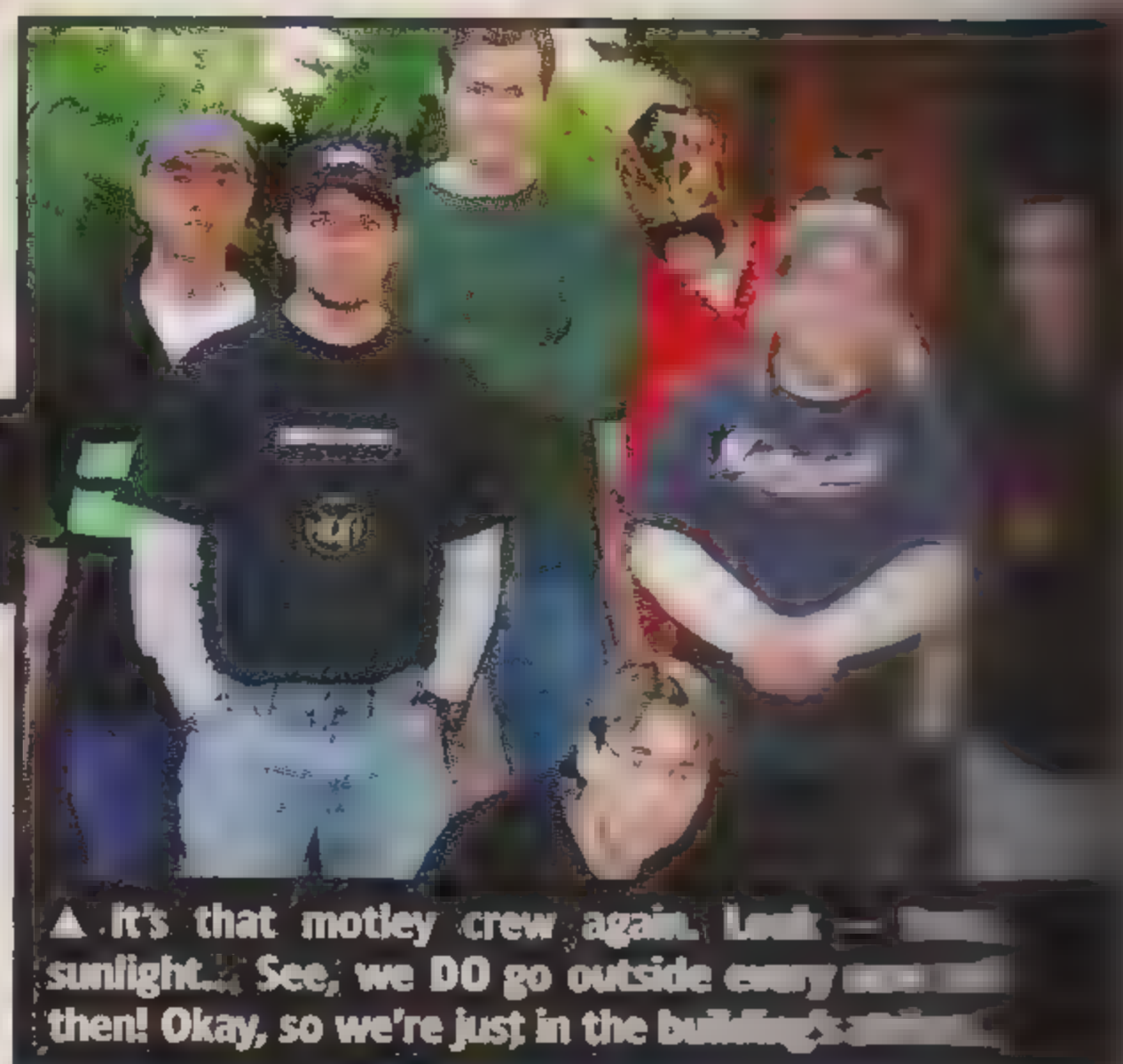


PSM Letters
c/o Imagine Media

150 North Hill Drive
Brisbane, CA, 94005 USA



E-mail:
psm@imaginemedia.com



▲ It's that motel crew again. Look — I'm in the sunlight. See, we DO go outside every now and then! Okay, so we're just in the building's atrium.



▲ The screen that attaches to the PSOne is mighty cool, Greg. Now all we need is a portable power source!

RANDY: PS2 works just like any other stand-alone DVD player, so of course it can access DVD menus and special features. At the moment, it doesn't support some more advanced playback features (such as smooth scan fast-forward and reverse, random play, etc.) found in higher-end units. However, as the recently released PS2 model SCPH-18000 for Japan proves, these features can be

device is only planned for Japan at the moment, and doesn't have a set release date, but there's always a chance it'll make it over to these shores.

The Big Freeze

1. After reading your review of *Monsters* saying how the shortcuts and all that made it worth a buy, I bought it. Now, I find something wrong with it. I've had it freeze twice since I bought it, once while playing and once while playing 2 player. What's the deal with this? The PS2 should never freeze

2. Also concerning *Midnight Club*, do you know about the purple transporter-type cars which unlock hidden cars (Super Turbo Marauder, for instance)? I was curious and will unlock the cars in Arcade mode, but not in Career. That's just weird if you ask me...

3. Concerning *SSX* (Best Snowboarding EVER), Hiro's trick book lists moves and combinations, but, it seems a little flawed. It says a button combination and the move, but when I try that move out in the game, it's something totally different!! I'm trying to unlock his other outfits, but I can't complete the tricks because the move is

ABCs Of DVDs And LCDs

1. Is the PS2 a "full feature" DVD player? In other words, can one pause, skip chapter, access the DVD menus and special features on the DVD menus?

2. Also, I saw in your PS2 guide a small screen that attaches to the PSOne that makes the PSOne somewhat portable. When will that be available? Do you have any information on the price? Also, there seemed to be a cell phone or some similar-looking device attached to one of the front "ports" on the PSOne. What WAS that?

Greg, greg@vermontcourier.com

added later with a simple driver update. There's talk that *Gran Turismo 3* may be the first U.S. game to include such a driver update, so keep your eyes peeled.

As for LCD screens for the PSOne, there actually are a couple of third-party ones already available on the market, both of which retail in the \$150 range. Sony's "official" screen isn't out yet, but it's expected to be priced in the same range. The cell phone adaptor we showed in our original news story about the PSOne was just that: a way to connect the system (and both the original PlayStation and PlayStation 2) up to a cellular phone for Internet access. This

LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

► **Adam Greco**, age 15

adamgreco2000@hotmail.com

Favorite Genres: Wrestling, First-Person Shooters, Sports, Survival Horror

Favorite Games: FIFA 99, FIFA 2000, WWF Smackdown, ECW Anarchy, Ruiz

Metal Gear Solid, *RE1-3*, *Silent Hill*

Quote: "I fear no Quere"

► **Michele M.**, age 17

game_girl@hotmail.com

Favorite Genres: RPG, fighting, dance

Favorite Games: *Lunar SSSC*, all the *Final Fantasy* incarnations, *Xenogears*, *Metal Gear Solid*, *Bust-a-Groove*, *Streets of Rage*

Quote: "May I please be excused? My brain is full"

► **Jacob Peterson**, age 17

Jake5872566@yahoo.com

Favorite Genres: first person shooter, action, RPG, Survival horror

Favorite Games: *Fear Effect*, *Mechanized Solid*, *Silent Hill*, *Resident Evil*, *Final Fantasy* (series), *Armageddon*, *Oddworld* (series)

Quote: "I wonder if Game Company even listen to us, as gamers. I think LIKEYOU! (Runs away)"

the truck. Is this a glitch? Where can I get more info to do his moves??

ampro_The_Gothic@hotmail.com

THE 1 Hmmm... after countless hours of playing *Midnight Club*, I have yet to experience any sort of freezing. All I can figure is that your game is defective in some way or that your PS2 is. You may want to try and exchange your game for another copy. Hopefully that should fix the problem.

THE 2 Just the way the designers made the game. This makes you play all the different play modes rather than just focusing on Career.

THE 3 Actually, if I remember right, there is no way to complete all the tricks in *SSX*. There's some strange sort of glitch which prevents it.

THE 4 The commands listed for certain moves are not correct.

PS2 Dilemma

THE 1 When I play certain DVDs on my PS2, I've noticed the picture will "get darker", "get lighter", then "get darker" again, and it'll do that throughout the movie.

THE 2 I played about nine DVDs on my PS2 system and this has only occurred with TWO of them (one was a rental and one was a DVD I had bought). The movies this has occurred with were *South Park*, *Longer*, and *Uncut* and *Scary Movie*.

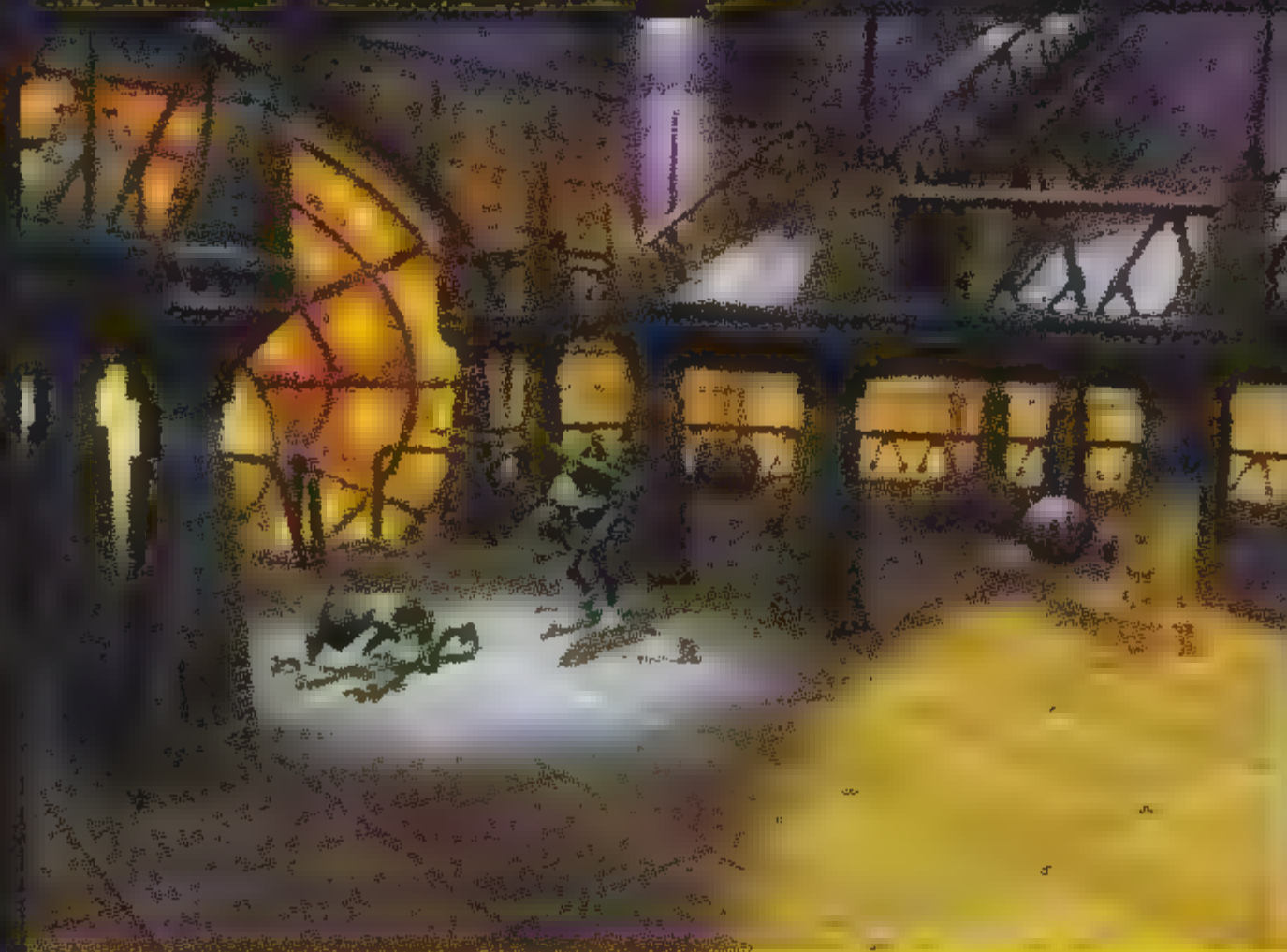
THE 3 For other movies I have play GREAT! The PS2 version only has a coaxial input, so I have the PS2 hooked-up through my VCR using the coaxial cable, then a coaxial cable going from my VCR to my television.

THE 4 Is anyone else having this problem? Is the problem with the PS2 unit itself, or the DVDs? If the problem occurs only with certain DVDs, then it MUST be the DVDs themselves, or the way they are coded?

the_2nddogcountry00@hotmail.com

THE 1 The problem you're having is actually the result of an anti-piracy method called "Macrovision" that's used on some discs. It's designed to prevent the copying of DVD

LETTER OF THE MONTH



▲ There's a lot of Xbox hype recently, and we're interested, too — interested, but not worried at all about PlayStation 2.

THE 1 I heard that the Xbox will be getting *MGS2* after it is released on the PS2. I am thinking of not getting a PS2 and waiting for an Xbox, but I have always been a loyal supporter of Sony. I was planning on getting *Munch's Oddysee*. Now it

is only to be released for the Xbox. EA Sports, Konami, and Namco are my favorite developers and it has either been confirmed or rumored that all of those companies are going to the Xbox! If all of my favorite games are going to the Xbox, why get a PS2?

Name and Address withheld

RANDY: Even if *MGS2* does go to Xbox, it probably won't until after the PS2 version is released.

It's true that EA and Namco will be making Xbox games, but it looks like they'll be "special editions" of available PS2 games, and released later at that (except games such as *Madden* that usually hit all platforms simultaneously). PS2 isn't losing series such as *Ridge Racer*, *Madden*, or *Tekken* to Xbox — it'll just get versions of those series, if anything. From talking to developers, they almost all see PS2 remaining the system that gets their exclusive and new games first. Don't get us wrong: Xbox will probably do quite well, but most developers definitely consider PS2 as their number one target platform.

THE 1 movies onto video tape (or other media) by screwing up the signal if it passes through such a device on the way to your TV. I actually had this happen to me when I first got my stand-alone DVD player, and it's a real pain. From my experience, though, you should be able to buy an adjustable coaxial signal booster at Radio Shack or another electronics shop and put it between your VCR and TV in order to keep the signal at normal levels. If you're not sure which one to get from looking at them, the salesperson should be able to help if you tell them your situation.

If you've got the cash to spare, what I really recommend is investing in a new TV, preferably with S-Video input. I used to use the same setup you have (only coaxial input with a VCR to accept composite signal) and the difference is night and day. Good luck, and happy movie watching.

Fast Cars, Faster Music

THE 1 Will Metallica's movie, *A Year and a Half In The Life of Metallica* play on a PS2? The movie has no regional marking on the back.

THE 2 Will the Mazda RX-7 be on the new *Gran Turismo Three*? Also, since the cars have already been created, wouldn't it be highly likely that on the next GT (and there should be one) the cars wouldn't have to be redesigned and allow for more time to create more cars?

Yvonne Little, littlepeople@peedeeworld.net

STEVE: 1. Yes, DVDs that are not regionally coded will work in all DVD players.

2. I'm not 100% sure, but I think it will be. Sony is going to announce the complete car list in January, so you should know the answer to your question by the time you read this.

SOF Invades PS2?

I have been reading about a game called *Soldier Of Fortune*. From the pics I have seen and the reviews I've been reading, this game sounds pretty bad ass. Is this game eventually going to come out for the PS2? I figured that it is possible because the Dreamcast is getting a version of *Soldier Of Fortune* and it is getting *Unreal Tournament* also.

GAMES WE WANT TO SEE

FOOTLONG!

In this game you would manage your very own hot dog stand to the extreme! While preparing your awesome hot dogs, you'd have to fend off space ninjas who are after your buns. You would also have to run every aspect of the business, and find ways to cut costs — such as using real dog meat. If that's still too expensive, then maybe a tasty gristle dog is more up your alley. Hey, you have to do whatever it takes to create the next fast-food empire! Will you end up the top dog or a real weiner?

THE 1 age 14

SSVegeto@juno.com

Favorite Genres: Almost everything

Favorite Games: *Driver*, *Test Drive 5*, *GT*

Spyro the Dragon, *DD2*

Goldeneye, *Ape Escape*

Go on forever

Quote: "Don't eat lead"

THE 2 Jay Noonan, age 14

SSVegeto@juno.com

Favorite Genres: RPG, Action, Adventure, Fighting

Favorite Games: *FF7*, *Dragon Ball GT*, *MGS*, *Final Fantasy Tactics*, *Xenogears*, *Chrono Trigger*

Quote: "I will become one with the planet!" — Sephiroth

THE 3 Myles Simon, age 11

Kamikaze_009@hotmail.com

Favorite Genres: RPGs, Adventure, Action, Sports

Favorite Games: *Final Fantasy 7 and 8*, *Chrono Cross*, *Metal Gear Solid*, *Syphon Filter 1 and 2*, *Tony Hawks*

Quote: "I'll kick your ass and reveal my true wrath"

THE 4 Ray Villa, age 13

terra_flare_911@yahoo.com

Favorite Genres: RPG, Fighting, Dance, and Shooter

Favorite Games: *Final Fantasy V, VI, VII, VIII*, *Bust A Groove 2*, *Tony Hawk*, *Marvel VS Capcom*, *Chrono Cross*

Quote: "I'll give you just one piece of advice... Dying hurts like hell."



Dance, Dance Fever

1. I heard that *Dance Dance Revolution* is coming to the U.S. in January. How many songs will it contain?
2. When it comes to America, will it still have the "soft pad" instead of the lighted metal dance pad like the arcades?
3. This one's kind of pointless, but have any of you guys played *DDR*?

Anthony Chacon, kastmaster_1999@yahoo.com

STEVE: 1. *DDR* is being released in the U.S. in January or February, so it should be out by the

time you read this issue. The number of songs hasn't been confirmed at press time, but I have a feeling that 40 seems about right.

2. The soft pad is going to be sold alongside the Metal would be far too expensive.

3. Yes, we all have. However, I've been the one who's spent the most time trying to perfect my dance moves.

Since PlayStation 2 has *Unreal Tournament*, do you think that *Soldier of Fortune* will be ported for the PS2?

Rich Boag, Bogus3140@aol.com

TOMMY: Activision's *Soldier of Fortune* for PC was something of a rare bird. It was a gritty, gory FPS that really shook up the morality and violence in gaming argument in the summer of 2000. Due largely to the graphic, realistic portrayals of mercenaries decapitating, disemboweling, and incinerating other human beings, among other things, the Attorney General of British Columbia chose to liable it "pornographic" rather than "bad ass" (that is, "pornographic" in the sense of Webster's definition—"depicting acts in a sensational manner so as to arouse a quick intense emotional reaction"). In spite of *SOF*'s low-violence option, our brothers to the North slapped on an "Adults-Only" rating in their region, a feat achieved only by the most twisted action games, including the notorious *Thrill Kill*.

But with FPS standards like *Unreal* and *Quake* making it to console, it's a pretty safe bet that someone's willing to stick its neck out to publish other solid, although less known, FPS games on PS2. That someone will be Pipe Dream Interactive in cooperation with Majesco (the same folks that brought the PC's *Rainbow Six* and *Rogue Spear* to

Dreamcast). From what we know now, it will be a pretty direct port of the PC game using the same engine, and it will have four-person multiplayer splitscreen game (and maybe even online multiplay, depending on the rollout of the network). But don't expect this until at least the fourth quarter of this year, if not later.

Computer Geek Goof-Up?

I was playing *Legend of Dragoon* and I was just casually walking around Hoax and I went up to a fireplace and when I checked it, a message came up that said "The flame makes me want to 'Do it'". Why? How? WHY?! This was so strange, that at first I didn't believe it and when I checked it again, sure as dirt, it was there again! Is this supposed to be in there? A programmer's idea of a joke? Not to say it wasn't funny, but it scared me....

Danny Miner, Ahhhcall911@cs.com

TOKOYA: "It" is a very obscure word, which could indicate a number of things. In this case, the "it" probably refers to a noun from a previous sentence or phrase, meaning that you may have just forgotten, or missed the previous discussion. If you feel you missed something important, you should go back and confirm the meaning of this "it." On the other hand, sexually related words are nominally vulgar. So to avoid appearing "rude" and indiscrete, as much as possible,

BAD GUY OF THE MONTH DRACULA (CASTLEVANIA)

CRIMES:

Worshipping the dark arts, drinking the blood of young virgins, raising an army of the undead to smite the living, refusing to stay dead once killed, and general terrorizing of the countryside.

EVILNESS:

10 out of 10
Drac is easily one of the most ghastly villains in the history of videogames. His only redeeming quality is that when he shows up, we get a new *Castlevania* game.

PUNISHMENT:

A serious stoning, followed by a nice caning.

I ALSO DON'T PAY FOR MY CABLEVISION
AH-AH-AH!

LINK-UP

► **Scott Tudor**, age 13
niteperson7@hotmail.com

Favorite Genres: Strategy, shooter, fighting, wrestling, action, racing

Favorite Games: *Metal Gear Solid*, *VR Missions*, *WWF Smackdown*

Quote: "Just bring it..."

► **Russ Ridgeway**, age: 22

Jedikestrel@yahoo.com

Favorite Genres: RPG

Favorite Games: *Final Fantasy 8*, *Chrono Cross*, *Wild Arms 2*, *Legend of Mana*, *Threads of Fate*

Quote: "Who needs family when you

have just as many video game systems? hehehehehe!"

► **Matt Webb**

vegetaanime@yahoo.com

Favorite Genres: RPGs, Shooters, Horror

Favorite Games: *MGS*, *MGS VR Missions*, *Legend of Legaia*

Quote: "I shall not hesitate, to kill you along with him is only a bonus for me"

► **Neil Porche**, age 14

Neil09@juno.com

Favorite Genres: RPG, Action, Adventure

Favorite Games: *The Final Fantasy series*, *Metal Gear Solid*, *Tenchu*, *Ikari*

f e a t u r e s

t r i c k s

t i p s



s c o o p s

p r e v i e w s

r e v i e w s

s t r a t e g i e s



Imagine Games Group

consider it covered

Station 2, Dreamcast, Nintendo and PC, Imagine Games magazines has it all!

HARDCORE

Old School

I went through my closet yesterday and found my NES. I put aside my PS2 and went to hook up my NES. While I was playing *Mega Man*, I noticed that it was so much better than the games now. It may have had characters with only 3 colors, but when I played it, I was in videogame bliss. Do you think with all the new graphics, codes, and secret characters that video games have lost their touch?

Ukyo Nagasaki, ukyo77777@msn.com

TOKOYA: If you're a nostalgic gamer, like myself, I'm sure that you miss the type of gameplay from the 8- and 16-bit days; it's unfortunate that 2D gaming is becoming obsolete. Nevertheless, I wouldn't say that videogames have lost their touch, but with the introduction of 3D, many companies have placed an emphasis on superficialities. This has caused gameplay to suffer. However, the established companies such as Square, Konami, and Capcom continue to create innovative, interesting games, so don't give up hope.

with it unless you must have every single Square title ever made.

2. The PS2 version of *WCW Backstage Assault* is still being worked on up at EA Canada and seems to be coming along nicely. Expect it to be a lot better than the PS version of the game.

Beef Ala Tokoya

My beef is with Tokoya's review of *FFIX*. You said that the fighting system is not "improved"; that's B/S. Besides being a trade-mark of the *FF* games, they added the *FF3/FF6* combat elements, throw, jump and, to be more "original", they took out blitz and threw in a couple new options. Shame on you for not giving it a 10/10 score because it didn't have a new combat system. Square has a great combat system and is sticking with it. The ability system only adds to the originality. For your punishment, may you be dipped in salt and thrown to a stable of male horses

Mike Bassett, no address given

TOKOYA: Although Square made some minor changes, they were, after all, only variations of things it has done before. I believe, as does the rest of the crew, that the fighting system is okay, but getting a bit TRITE. Perhaps if Square didn't use a similar fighting interface in most of its RPGs, it would still feel a little fresh. Therefore, we feel that Square should do something drastically new.

Disks And Drives

1. How exactly will the drivers on the PS2 be upgraded? Will it be software that you have to buy? How much would this cost?

2. I heard of a new DVD remote coming out made by SONY. When will this be coming out and how much would it cost?

3. When is SONY planning to launch the Hard Disk Drive? What do you guys think it would cost? Would a USB keyboard and mouse be needed for going on the internet?

J.B. Rogers, panterahed@juno.com

people often replace these words with a pronoun like "it."

Racing And Wrasslin'

1. In the April 1999 issue, in the Monitor section, you had an article about a racing rpg called *Racing Lagoon* from Squaresoft. This game looked sweet. Did it come out in Japan and not here in the states, or was it never completed? If it's in Japan, can I import it?

2. The May 2000 issue showcased *WCW 2000* for PS2. It hasn't been reported on for a while, do you know if it will just be a port of *Backstage Assault* from PS1 with better graphics, or will it be a new cool game?

Scott S., ViperBMX@aol.com

STEVE: 1. *Racing Lagoon* was released in Japan quite some time ago, but failed to garner any real gamer support. It just wasn't that interesting of a game. Besides, the concept of highway car racing has been done a lot better in the *Shoutoku Highway Battle* series, as well as other games. Don't bother

CELEBRITY LETTER

From M. Bison:

I'm writing to complain about a distasteful trend in videogames these days: unlimited continues. Why is it that these so-called "heroes" get as many tries as they want, but we "villains" can only lose once? I won 15 straight matches against Ryu before he learned to counter my Psycho Crusher! I deserve the victory! ME!

M. BISON

"Pissed off in Shadowloo"

DOWNTIME

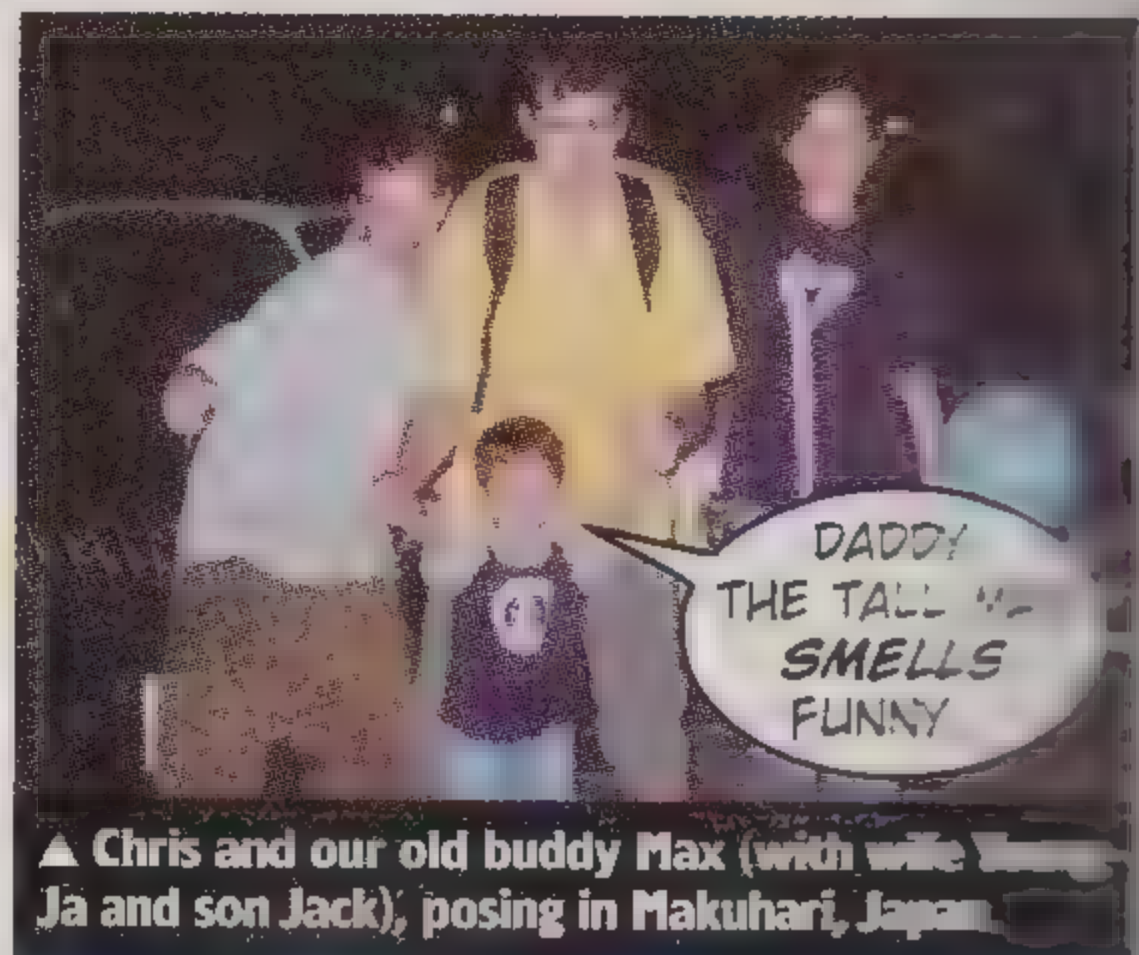
Hey, only 99% of our time is spent on playing games! We do other stuff, too!



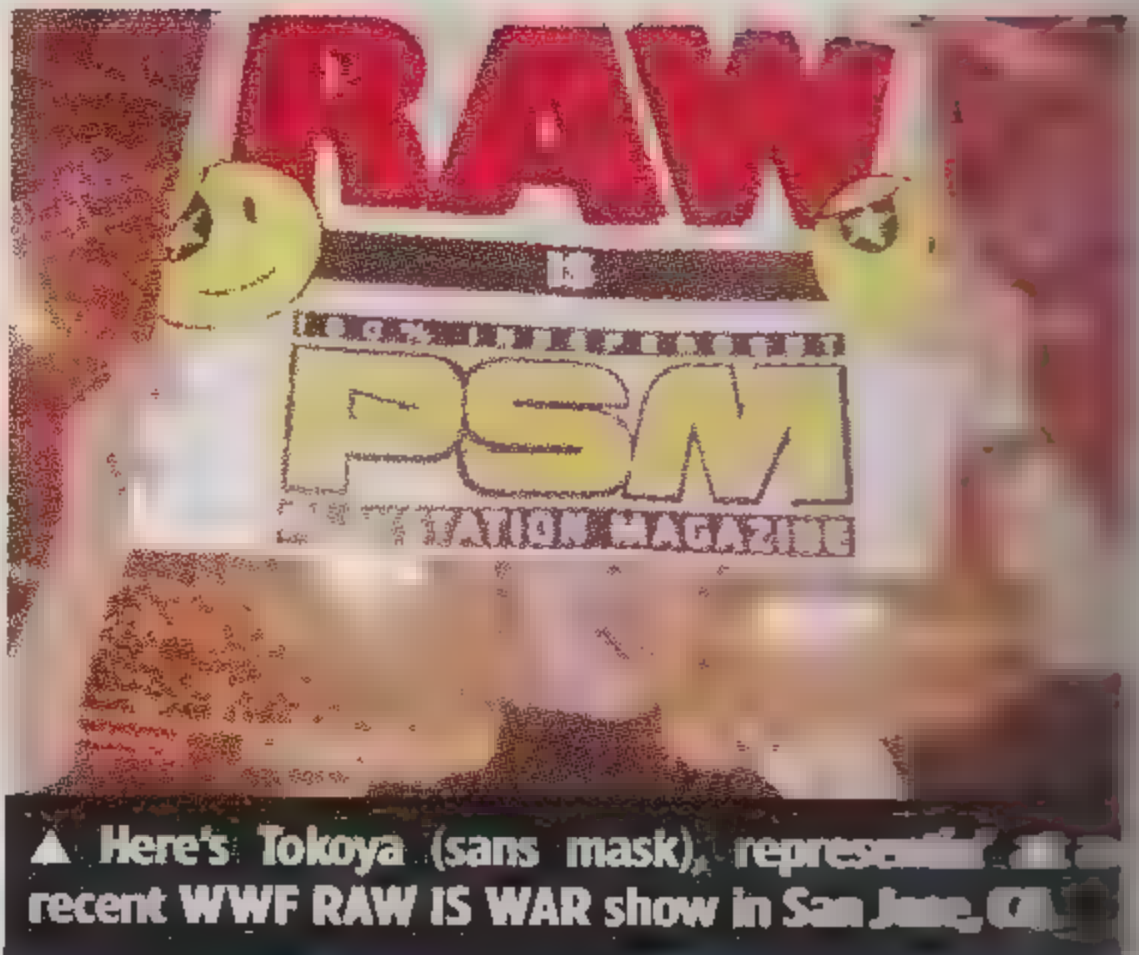
▲ Tokoya has worked hard to perfect his finishing maneuver, "Devil's Haircut". Randy helped.



▲ This is what happens when our Editor-In-Chief attempts to be "cool". Sorry, folks.



▲ Chris and our old buddy Max (with wife Ja and son Jack), posing in Makuhari, Japan.



▲ Here's Tokoya (sans mask), representing the recent WWF RAW IS WAR show in San Jose, CA.

LINK-UP

Mega Man series, *Chrono Trigger*, *Resident Evil*

Quote: "I understand it completely, grappled hopelessly with comprehension, balanced on the edge of insanity

for an eternity, a moment"

► **Johnathon Santiago**, age 13
Babivegeta00@aol.com

Favorite Genres: Any kind of game

Favorite Games: *Legend of Dragoon*, *DBZ Legends*, *DBZ Final Bout*, *DBZ Ultimate Battle 22*, *Legend of Legaia*, *SmackDown*, *Marvel Vs Capcom 1 & 2*

Quote: "I will not be surpassed by the likes of you Kakarrot, for I am Vegeta Saiyan Warrior Prince!" - Vegeta

► **James Vogt**, age 14
Stoncid305@AOL.com

Favorite Genres: Action/Adventure, Survival Horror, Racing, Wrestling, and Skateboarding.

Favorite Games: *All Resident Evil's*, *Tomb Raider's*, *All Need For Speed's*, *Tony Hawk's Pro Skater*, *Grind Session*, *WWF Games*, *Metal Gear Solid*, *All Twisted Metals*, *Ridge Racer Revolution*, and *Both Gran Turismo's*.

Quote: "Don't like Resident Evil or Tomb Raider, why like video games at all?"

Smart Bomb

PAYBACK TIME



Good questions, J.B., and we've got answers. First off, it's looking like PS2's drives (system, DVD, and compatibility) will be upgraded (updates contained on upcoming games will be applied automatically) or, as in Japan, upgrade discs offered through Sony. Considering the way things work in the U.S., sending away for things is considered a hassle (we'd bet on the former being the case).

Japan does indeed have its own DVD remote for PS2. Unfortunately, it hasn't announced anything about releasing it here. We can only hope it is, though, since it blows away all of the third-party jobs in terms of features. Sony also hasn't confirmed release dates for its HDD unit in the States, although it's looking like the drive will hit Japan by sometime. From what we've heard, it may be offered for free when signing up with Sony's very much vaporous online service, but who knows? Finally, you'd most likely be able to browse the web with a regular console, although using a keyboard and mouse would definitely make it easier.

Clean Your Head

Wondering how if there is some way to clean the lens of my PlayStation? Is it the same way as cleaning the heads on your CD player?

—E. Davila, bigjoe1@mediaone.net

TOMMY: Well, "Killa Bee," game consoles or CD players don't really have "heads," or physical receptors, in the traditional sense that VCRs and record players do. Rather, the PlayStation uses a digital CD-ROM "reader," the assembly with the turquoise lens that transmits and receives light signals to render code. Contrary to popular belief, opening the PlayStation casing and blowing on the innards of the machine isn't all that effective a cleaning method. There are discs with a soft brush on the underside designed to clean the lens assembly when spun with the PlayStation's CD player mode. But if your games are skipping, chances are that it's because of normal wear and tear on the console or damage to the discs. Usually, the best way to keep your console running smoothly is to make sure that your discs don't have scratches or dust on them. Be sure to store discs properly and to clean them with a soft cloth radiating from the center of the disc outward.

Pop Goes The Team

I have noticed that some members of the team like J-Pop. Do you think you guys would ever run a top 10 best J-Pop list in your magazine?

E. Davila, Xentar22@aol.com

STEVE: Probably not. We may like J-Pop, but most of our readers probably don't. Sorry...

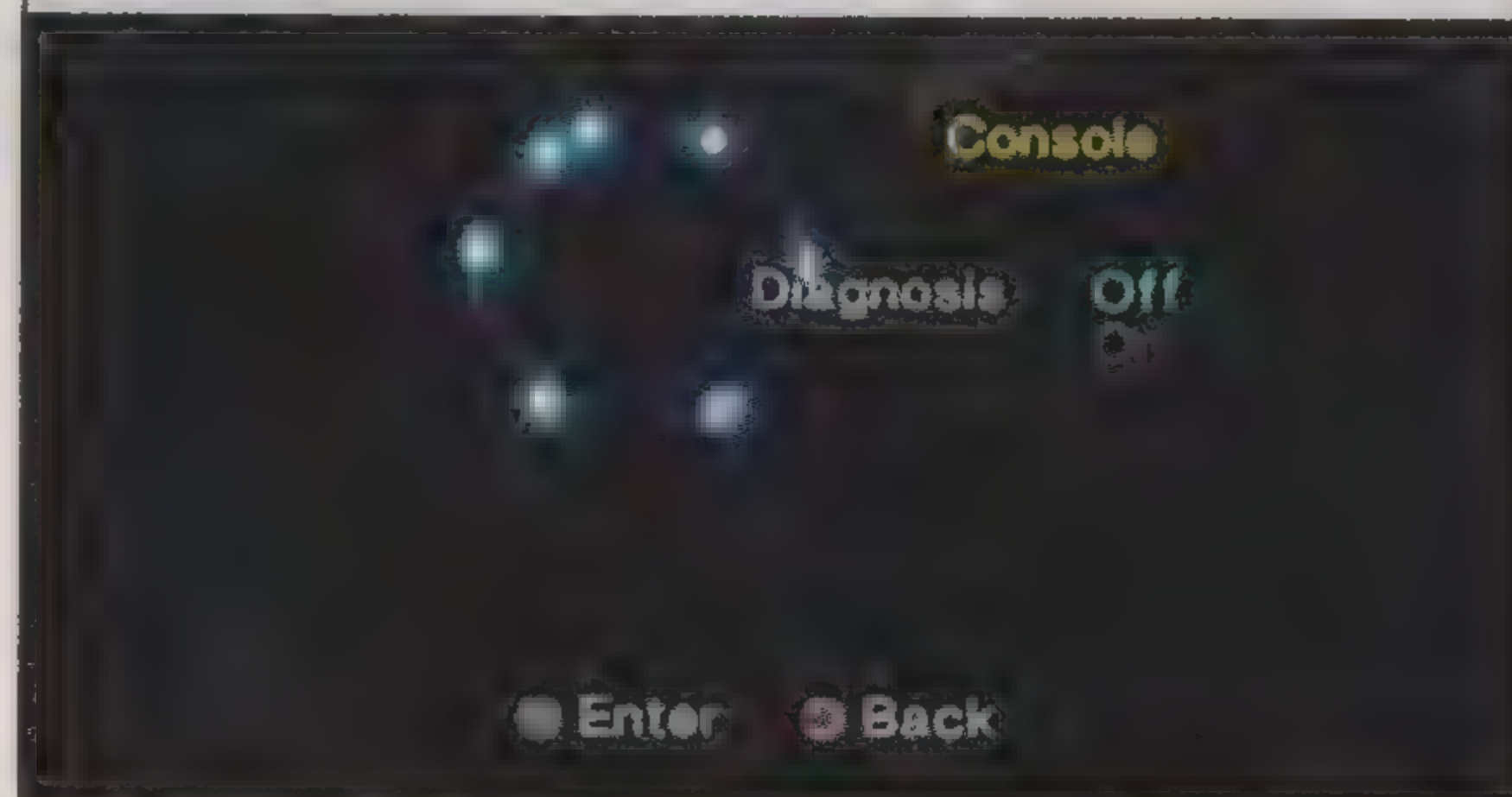
TECH TALK

The Diagnosis, Please...

I have owned my PS2 for about a month now. In the version screen where you can change the disc speed, there's an option under one of the other listings for diagnosis on or off. What is this for? Does this mean it's possible to get a virus on it? If so, how would you get one? Could it be transferred from a memory card or from online like a computer? Could this hurt the system?

Troy Bevens, DIGSPACMAN@webtv.net

STEVE: You know, when I first got my Japanese PS2, I started to wonder what the diagnosis feature was, as well. However, it wasn't until I got my U.S. unit and the english instructions that I figured it out. Basically, if you're having problems watching DVD movies because the laser assembly is misaligned or some other reason, you need to switch Diagnosis "on". Then, the PS2 will attempt to detect what the problem is and try to fix it itself. Pretty cool, huh? I'm just not sure how well it works, though.



LINK-UP

William Murtha, age 16

murthawilliam99@hotmail.com

Favorite Games: RPG, Action, Fighting

Favorite Genres: Final Fantasy V-IX,

Chrono Cross, Metal Gear

Solid, Tenchu, Street Fighter, Alpha 3.
Quote: "I've come to chew bubble-gum, and kick ass. And I'm all out of bubble-gum."

Aldo Cotrina, age 19

larazaemlmore@aol.com

Favorite Genres: horror, survival, rpg, action/adventure, fighting.

Favorite Games: FFVII, FFVIII, Legend of Dragoon, GT 2, RE, Silent Hill, King of Fighters, Marvel vs Capcom, Metal Gear Solid.

Quote: "you dont want it..... It is not for everybody..... you mess..."

Zomonic, age 15

Favorite Genres: RPGs, Wrestling.

Anime, some fighting games are good
Favorite Games: Xenogears, Fire Pro G, DBZ: Hyper Dimension, Marvel vs. Capcom

Quote: "Those who have laid eyes on a butterball turkey shall be spanked by a midget with a wet noodle."

PSM FAN ART

Every month we take a look at the coolest PlayStation fan art from the hottest new talents. If you've done an illustration that you'd like to see printed here, send us a copy! (We'll take originals too, but we can't return them). Address it to PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005. Or, even better, e-mail a hi-res version of the piece to us at psm@imaginemedia.com. Be sure to label the subject heading "Fan Art." Now get busy! :-)



PIPIN TOBING

▲ We always appreciate high-quality fan art, but why is PIPIN TOBING wasting his time on this stuff when he should be drawing pages for Marvel comics around the clock? This guy is GOOD!

► EFREM PALACIOS sent us this action-packed pic of the lethal Lara Croft. By the way, out of all the fan art we get, at least 25% of it is of Lara. Aside from being one of the most popular game characters out there, she must be real blast to draw.



Illustrated by Efrem Palacios 1999



▲ This is a very Image comics' style rendition of Tekken's Bryan Fury, from CHRISTOPHER YAO.



▲ Resident Evil is always a popular subject for our favorite fan artists. This month's RE entry comes from DAVID SLATER, and features none other than the series' biggest star, Jill Valentine. We've also gotten in some rather raunchy Resident Evil illustrations, but that stuff's just filthy, and we won't offend you with it.

► The mysterious artist known only as GEIST submitted this fine piece of art, showcasing Tekken's lovely Ling Xiaoyu. How could anyone want to fight a girl with a smile as pretty as that?

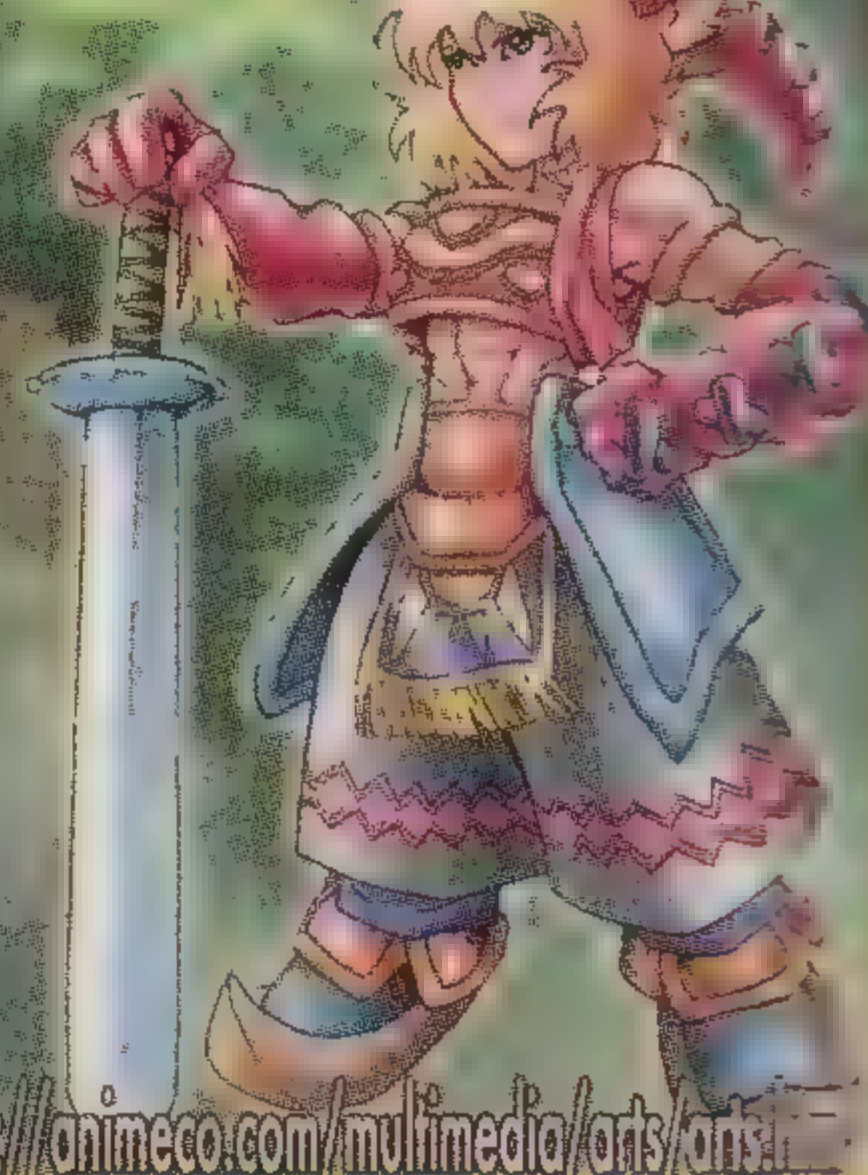


HTTP://MEHCLUB.NET/DAVE.NET



▲ We don't get nearly enough Metal Gear fan art. Big thanks to TIMOTHY LIM for this piece.

Legend of Mana



▲ ERI GAUDIAMO never ceases to amaze us with his incredible artwork. You da man, Eri!

LINK-UP

► Mark, age 13

slimshadydareal@aol.com

Favorite Genres: Rpgs

Favorite Games: Chrono Cross, Final Fantasy 7, Final Fantasy 8, Xenogears,

Grandia, Lunar SSSC, Final Fantasy 9 (import), Chrono Trigger, and both Parasite Eve's

Quote: "If you can't climb a hill, stay the hell off my mountain"

► David Aragon, age 13

E-Mail: i_am_the_one@juno.com

Favorite Genres: RPG, Fighting

Favorite Games: FF7&8, MGS VR Missions, Street Fighter Alpha 3, Tekken 3, Twisted Metal 3&4, Star Wars Jedi Power Battles, Marvel vs. Capcom Gauntlet Legends, Mega Man X4, Armored Core, every Pokemon game, and tons more.

Quote: "I know kung fu" - Neo, from The Matrix

► C. O., age 16

Favorite Genres: RPGs

Favorite Games: FF3, FF7, Chrono Trigger, Shadow Madness, Wild Arms, Chrono Cross, Star Ocean 2

Quote: "Strength is the only thing that matters...everything else is an illusion to the weak" -Vegeta

MARKETPLACE

The place to buy, sell, or trade games, peripherals, and anything else related to the PlayStation

AD OF THE MONTH

7137@aol.com

Anybody looking for a PSX cheap? It still works and has the coveted PSM golden lid-sticker on it. E-mail me with questions or an offer.

Terry Kainz

terrykainz@hotmail.com

Description: Hey everyone. I've got a few games willing to trade/sell. I've got *Croc*, *the Gobbo's*, *Air Combat*, *Star Assault 2* and *GameDay 99*. I also have a Demo Disk Volume 7. I am also looking for these games: *Tekken 1+2+3*, *Tony Hawk Pro Skater*, and *Empires for WIN 95/98*.

John Gedlen

johngedlen@hotmail.com

Description: I am looking to sell these games: *Street Arena Toshinden*, *Gameday*, *Metal 3*, *Shoot Out '97*, and *an original PS game*. I am also looking for a Sega Game Gear in almost any condition w/ *NFL '95*, *Sonic 2*, *Phantom*, and it comes w/a traveling case. I also have some Sega games.

John

john@earthlink.net

Description: I am looking for all the DBZ games. I can only get them in Japanese, but I am mainly looking for them. I will pay \$30.00 dollars for each.

John Farbro

johnfarbro@earthlink.net

Description: I have some games for sale or trade. I have *3 w/ strategy guide*, *NFL Gameday*, *Bandicoot 2 w/ strategy guide*, *Need for Speed*, *High Stakes*, and *Driver*. I will sell for \$10.00. I am looking for *Rollcage* and *NFL 2000*.

John Quarter

johnquarter@aol.com

Description: I am looking for *Final Fantasy 2*, *Final Fantasy 3*, and an american version of *Final Fantasy 3*. I am willing to pay for these items or trade a couple of my items for them. If you have these items PLEASE E-MAIL ME!

John Quincy

johnquincy@aol.com

Description: Looking for any import games for PSX, especially looking

for any games from the *Super Robot Wars Series*. If you're looking for games, I have many that I'm getting rid of. I have *Dragon Ball Z U.B. 22*, *Super Famicom Dragon Ball Z 2*, *Front Mission 3*, *Lunar Silver Star Story Complete*. For a full list E-mail me

Philip Sobczyk

philiam_69@hotmail.com

Description: I am willing to sell *Nascar 99* for only ten bucks. It's a good game, I just haven't gotten around to playing it. It is in excellent condition. Please e-mail me if you are interested. I've only played it three or four times. Only ten bucks!!!!

Ryan Brymer

rono_clan@hotmail.com

Description: I am looking for *Xenogears*, *Metal Gear Solid*, *LUNAR:SSSC*, and *Castlevania:Symphony of the Night*. I will sell/trade: *Legacy of Kain:Soul Reaver* (\$20), *Grand Theft Auto* (\$15), *Ape Escape* (\$20), *Gran Turismo 2* (\$30), and *Dino Crisis* (\$25). All games, cases, and manuals are in mint condition. E-mail if interested.

Brandon Martin

sharkio@juno

Description: I am willing to sell my games, system with memory card and a controller. I will sell all for \$450.00 or best offer. Am willing to sell separately; write for prices. I will sell games for under 1/2 price. I have *Jet Moto 3*, *NHL Face off 2000*, *Parasite Eve*, *Syphon Filter 1 and 2*, *Re-volt*, *Metal Gear Solid*, *CTR*, *Ultimate 8-Ball*, *Off Road2*, *South Park*, *Cool Boarders 3*, *Driver*, *Nascar 98*, *Medal of Honor*, *Silent Hill*, *Twisted Metal 3*. All games are in excellent condition.

Jordan

Buffo13@aol.com

Description: I'm looking to sell some Playstation games. I have *Twisted Metal 3*, *Crash Bandicoot 2*, and *Cool Boarders 3*. I would also like to sell or trade some Sega Saturn games. The games are: *College Slam*, *Nascar 98*, *Andretti Racing*, *Congo: The Lost City Of Zinj*, *NHL All-Star Hockey*, *Frank Thomas: Big Hurt Baseball*, and *Pebble Beach Golf Links*. I will NOT trade for more Sega Saturn games. All games play like new, a few Saturn games have cracks in cases. E-mail me for better descriptions and pictures of the games. I am asking for reasonable prices. Any RPGs or *Resident Evil* games would also be good for trade.

Chan Richardson

Chan_36@Email.com

Description: I Have A Sega Genesis 2 With 2 Controllers (Both Black), RF Switch, AC Adapter, And Cleaning Kit. I Also Have 4 Games. They Are As Followed: *NBA Jam*, *Joe Montana Sports Talk Football*, *Sonic Spinball*, and *NFL Football '94*. Want to sell at \$49.99, But Will Go Lower. Also Have Web Browser for Dreamcast, Will sell for \$10.00.

Jan Bob

farming90@hotmail.com

Description: I am willing to sell *Dino Crisis*, *Crash Bandicoot 3*, *Crash Team Racing*, *Tomb Raider 3*, *Cool Boarders 3*, *Medal Of Honor*, *Syphon Filter 1&2*, and *Need For Speed: High Stakes*, most with strategy guide, all in good condition. E-mail me asap

Jeet

liquid00_2000@yahoo.com

Description: I am selling my PlayStation, 3 controls: one is analog, memory card, and 4 games: *NBA Shootout*, *Destruction Derby*, *Tekken 2*, and perhaps *Final Fantasy 7*. Also selling an RF Modulator. I can sell it all together or separately and prices are variable and reasonable, but I am looking for \$110-150 on the whole bundle. Might trade anything (except PlayStation) for *Odin* action figure w/ horse from *Final Fantasy 7&8*.

Andrew Henshaw

Drew311@hotmail.com

Description: I am selling a PlayStation w 2 controllers, a memory card, 6 games and 4 demo-dics. Games are in good condition and demos are in fair condition. Email me with any questions about the games or for prices.

Tyco Pentdragon

Xybec@hotmail.com

Description: I am looking for *Ogre Battle* and I am willing to trade or pay for it and I am also selling a large assortment of games. If you want a list just e-mail me.

Bryan Schmidt

rockmanpsx@hotmail.com

Description: I have several games I would like to trade. They are *Metal Gear Solid*, *Tenchu*, *Medal of Honor*, *Tomb Raider*, *Cool Boarders 2*, *MK4*, *RE:Director's Cut*, *RE2*, and *Armored Core*. I might sell for a reasonable price. Interested in trading for *Tomb!*, *Soul Reaver*, *Monster Rancher 1 or 2*, any PS Megaman games, *SFA3*, *Silent Bomber*, *Galerians*, *Strider 2*, or any other good action.adventure games. All my games have instructions and work perfectly. Yours must too. E-mail with offers.

Terry Jordan

tejj@hotmail.com

Description: I have a few games for sale: *Suikoden 1*(\$25), *Suikoden 2*(\$35)(perfect shape), *Perfect Weapon*(\$15), *NBA Live*(\$10), *Xcom UFO Defense*(\$10), *Game shark*(\$10), and a *Wild Arms 2 Demo*(\$5). All games are in at least good shape, all with books and cases. Shipping is free. All prices are negotiable. I also have a 4 way multitap and 4 regular (all different) controllers for \$20 obo. Debating over whether or not to sell my PlayStation system, 2 dual shock controllers(one green) with grips, and a game enhancer with possible bonus. Make an offer.

Mike Bagarello

YankeesMike25@aol.com

Description: I am looking to sell or trade a whole bunch of strategy guides. I have *South Park*, *Goldeneye*, *Mortal Kombat 3*, *Mortal Kombat Trilogy*, *Tekken 2*, *Tomb Raider*, *Resident Evil 3 Gamepro Guide*, *Gran Turismo 2*, *Mortal Kombat Gold*, and *Beavis and Butthead*. I also have a Mad Catz controller. E-Mail me if you want 2 make an offer.

David Collenbaugh

rockaholock@netscape.net

Description: I have a regular Gameboy that is in perfect condition and I have about 20 games. I am willing to sell all of that for \$100 or best offer. Email me if interested!

Bob Tallman

TAZ32632@aol.com

Description: I seriously need a copy of *Final Fantasy Anthology* and *DragonBall GT* (American version, since I don't know Japanese). I don't have much to trade, but can offer strategy guides for almost every Playstation, N64 or Dreamcast game. If that's not to your liking, I have some cash.

McLane19

mcalane19@hotmail.com

Description: I would like to sell *Mission: Impossible* (\$15) and Tom Clancy's *Rainbow Six* (\$20) or both for \$30. Both are in very good to mint condition. I am also willing to trade PlayStation game(s) for said game(s) if I like the game(s) you are willing to trade.

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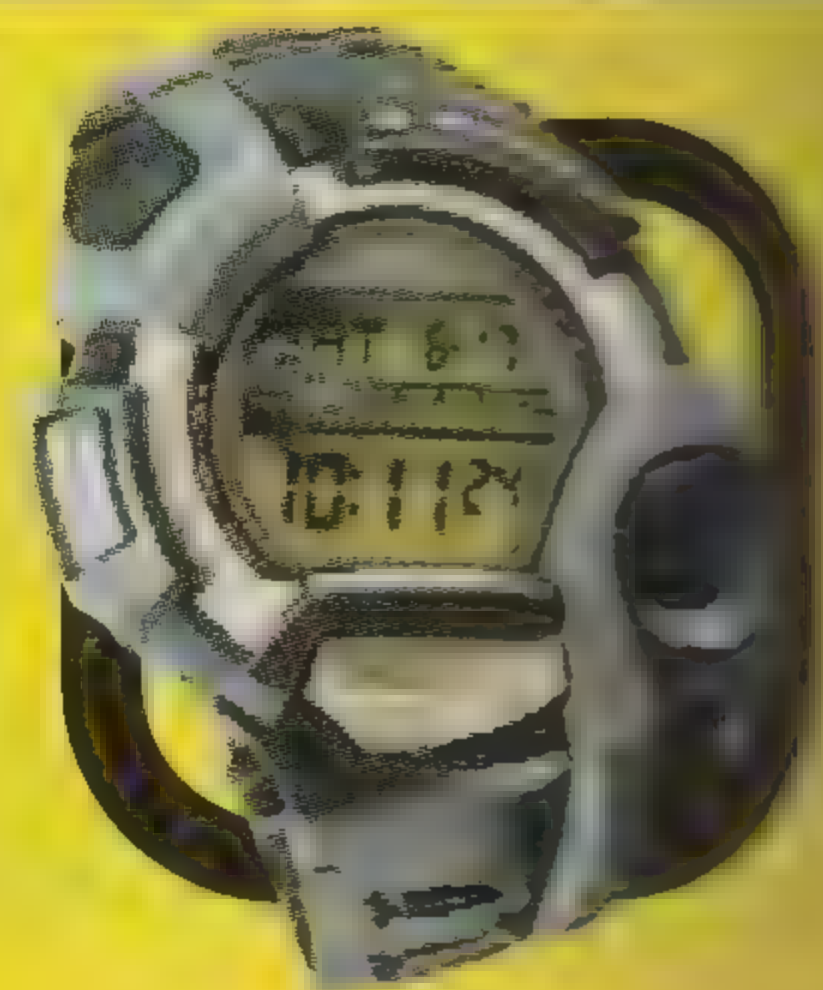
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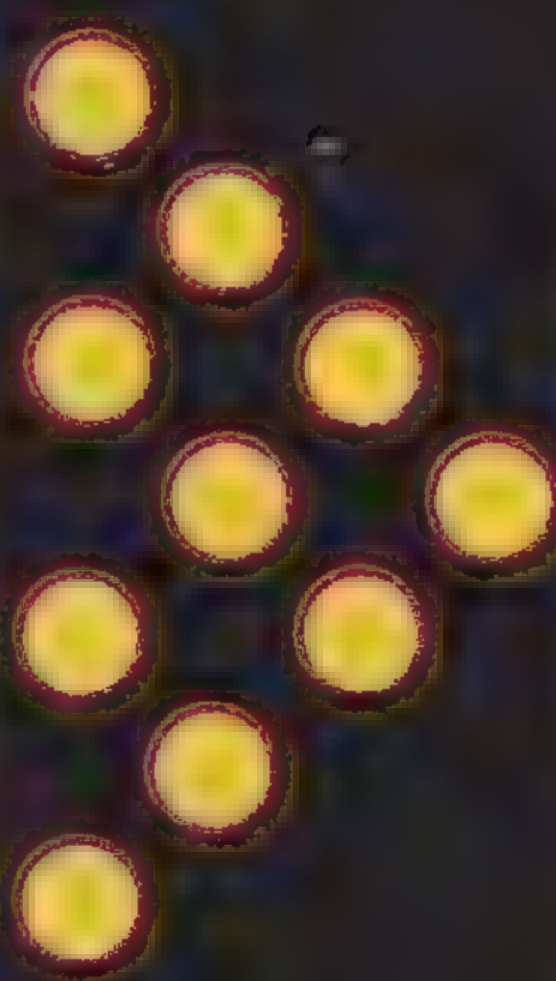
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RESET

This issue's over, but another one is already on the way

NEXT MONTH

HOT LOTTA GAMES!

Next issue, you can look for the latest info and screens of the hottest games, like *Metal Gear Solid 2*, *Soul Reaver 2*, *Z.O.E.* and tons more!

THE BIGGEST GAMES — BUSTED WIDE OPEN!

We got a peek at Tokoya's list of strategy guides for next month, and it's got some real zingers. How about *Fear Effect 2* and *MDK2*, for starters?

APRIL FOOL'S SURPRISE

Last year, we shocked the world with our game spoof *Valkyrie Wilde*. What will we do for an encore? Just you wait and see... :-)



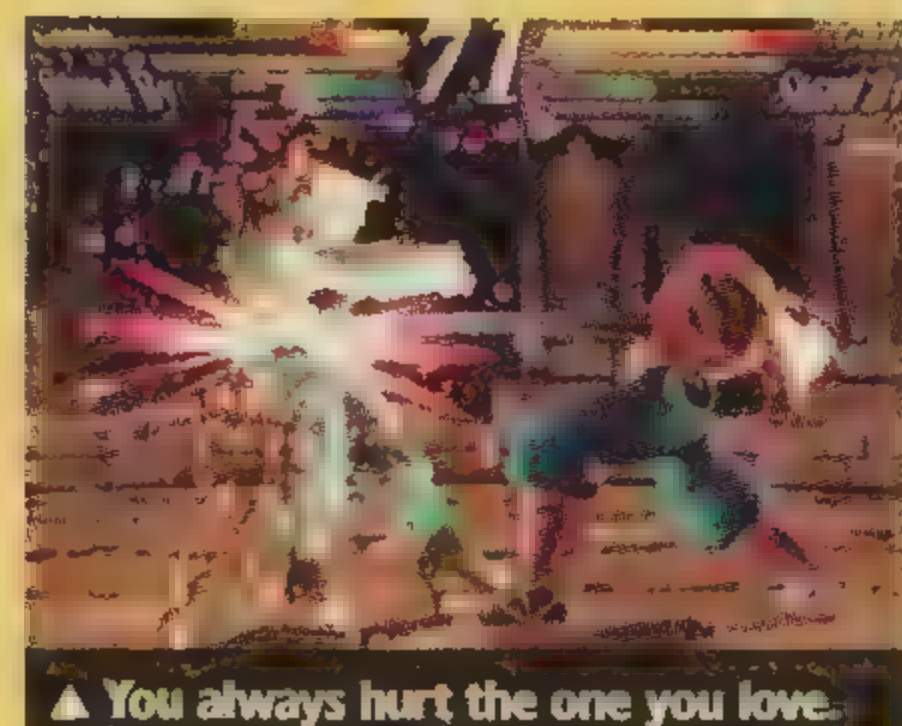
▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

▲ WRITE THIS CAPTION!

Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #43**, c/o Image Media, Brisbane, CA 94005 (or at psm@imagemedia.com, with "PSM Caption #43" in the subject header). Be sure to include your phone number so we can contact you if you win. Good luck!

AND THE WINNER IS...

Josh Laffin of Tomahawk, WI is the winner in our November Caption Contest. You can check out his winning caption below, and Josh, your Prize Pack is on the way!



▲ You always hurt the one you love.

3 YEARS AGO IN PSM

MARCH, 1998

KAOA BOUNCES ON THE SCENE!

Three years ago, Tecmo unveiled its first big PlayStation title, a little fighter by the name of *Dead or Alive* (maybe you've heard of it). While guys were going ga-ga over the game's notoriously bouncy bustline, they were also working their way through *Resident Evil 2*. Sony's first *Gran*

Turismo was only weeks away from release claiming the title of "Top Racer" on the PSone. Other cool games released that month were the first *Bloody Roar*, Namco's wacky shooting game *Point Blank*, the hardcore favorite *Final Fantasy Tactics*, and the original *Klonoa*. It's fitting that *Klonoa* released exactly three years ago, since we've got great coverage of the sequel in this very issue. See how we tie it all together nicely?





TEEN
T
PARENTS STRONGLY CAUTIONED

Animated Violence

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Screenshots are from the PlayStation® game console.

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a warrior overcome those obstacles
which at first appear overwhelming.*

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SPRING 2001



PlayStation®2



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MY NAME IS KONOKO AND THIS IS WHAT I CAN
TELL YOU ABOUT THE FUTURE.



THERE IS STILL CRIME ...



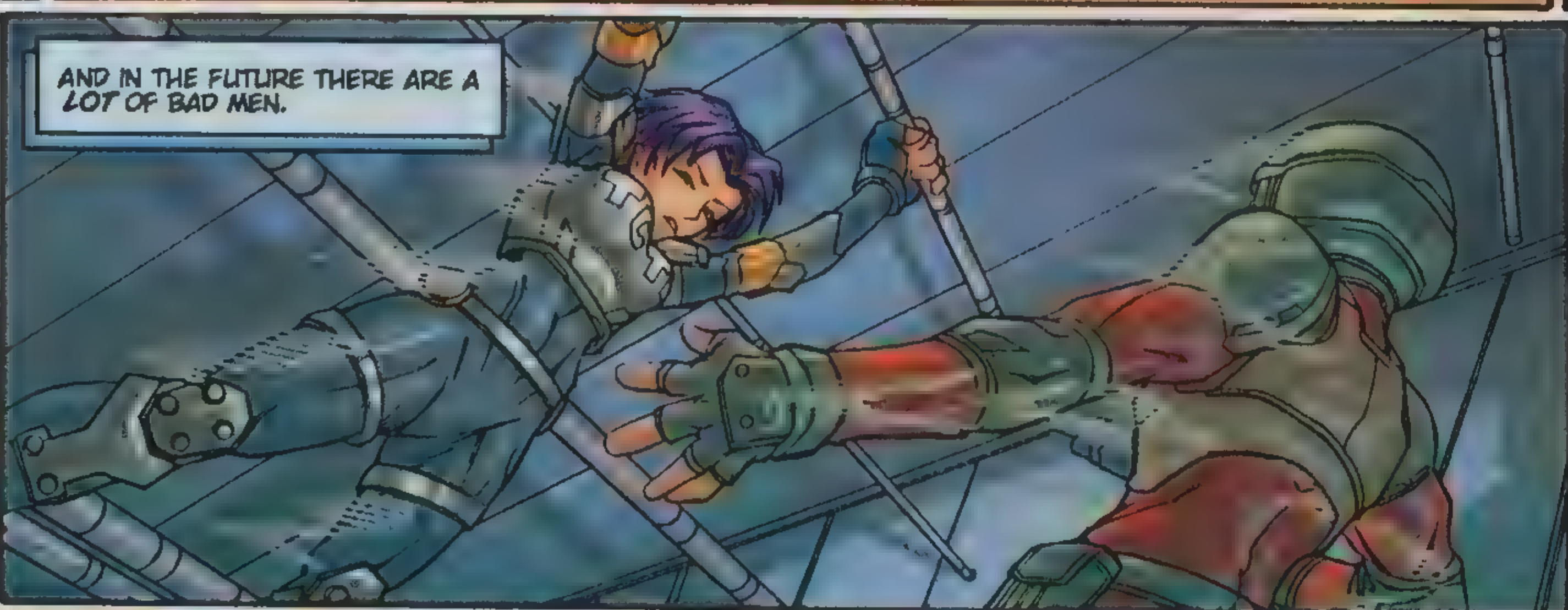
... AND THERE ARE STILL PEOPLE LIKE ME WHO FIGHT IT.



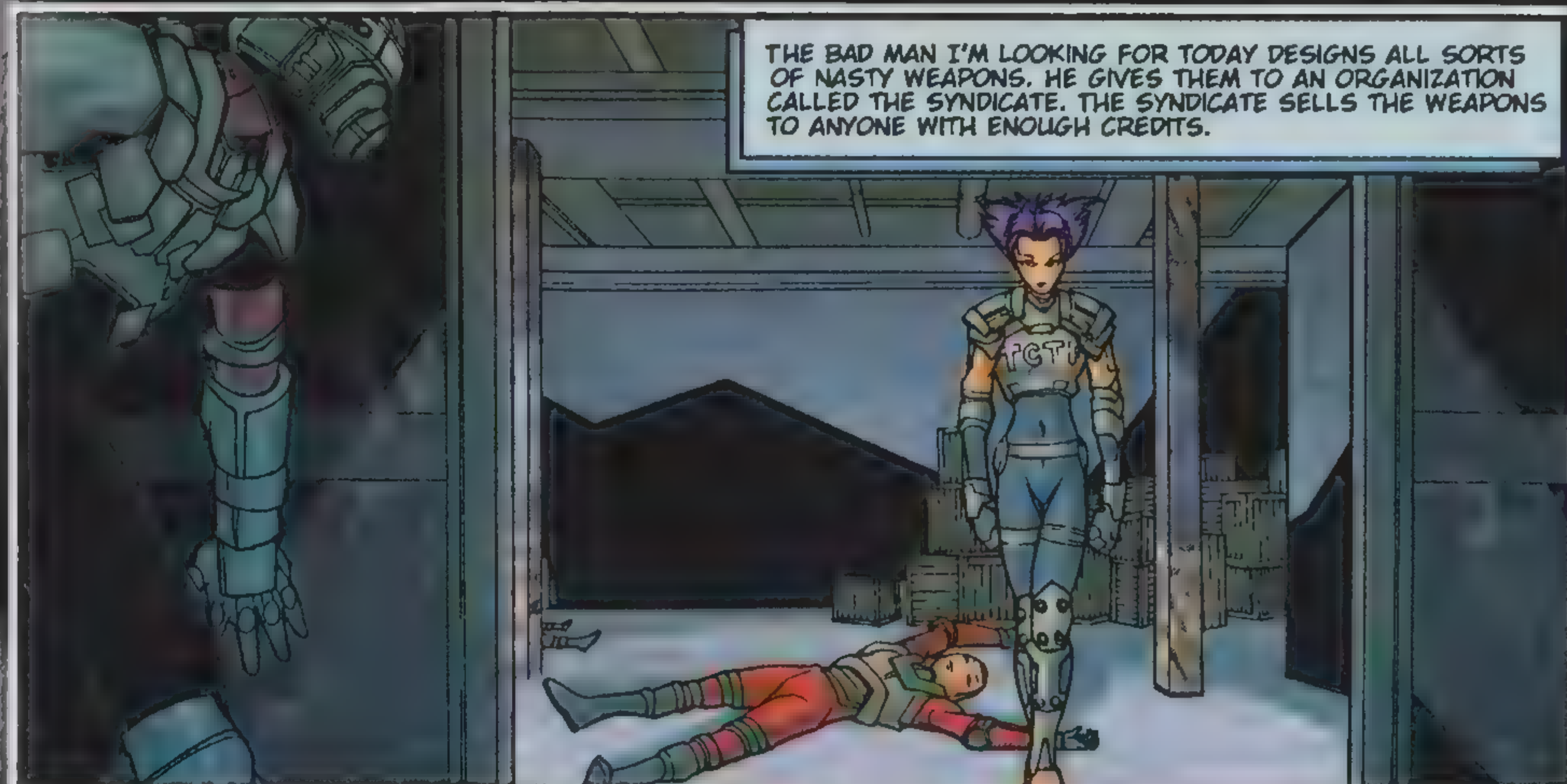
I WORK FOR THE *TECHNOLOGY CRIMES TASK FORCE*. I TRACK DOWN BAD MEN WHO DON'T PLAY NICE WITH THEIR TOYS.



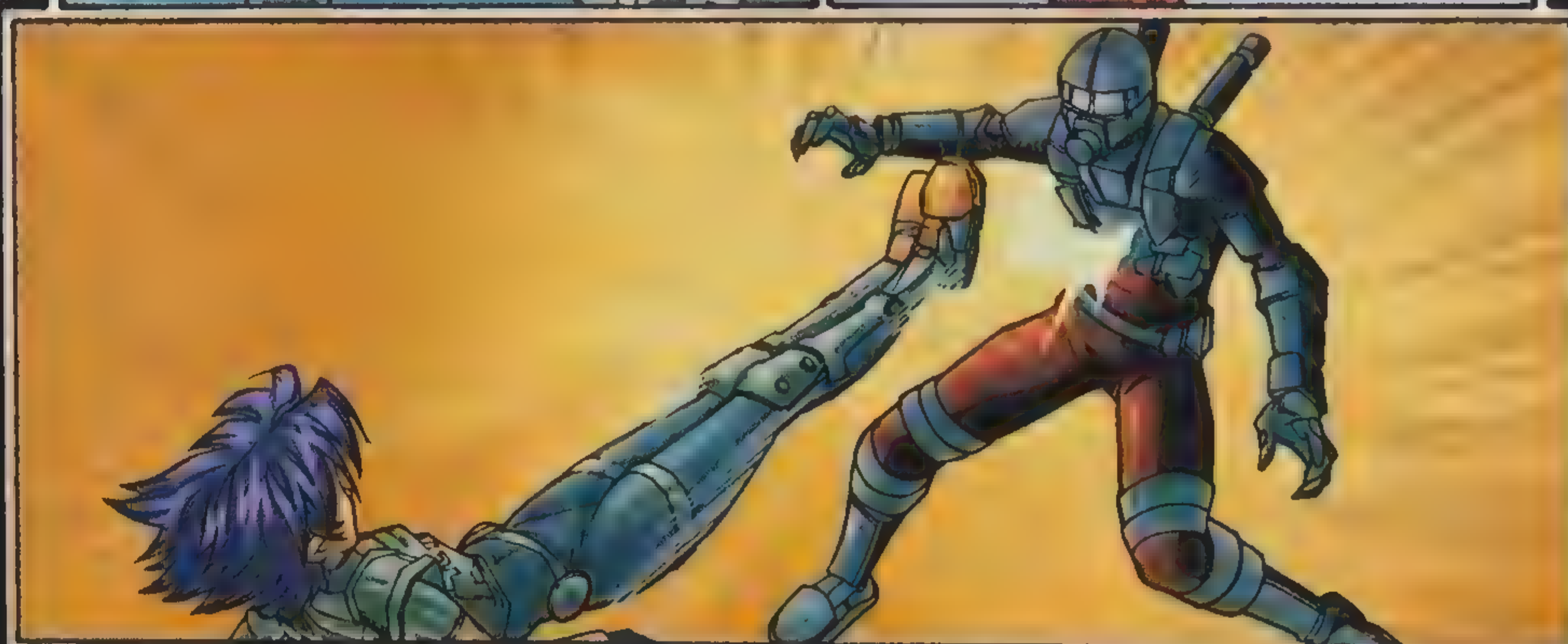
AND IN THE FUTURE THERE ARE A LOT OF BAD MEN.

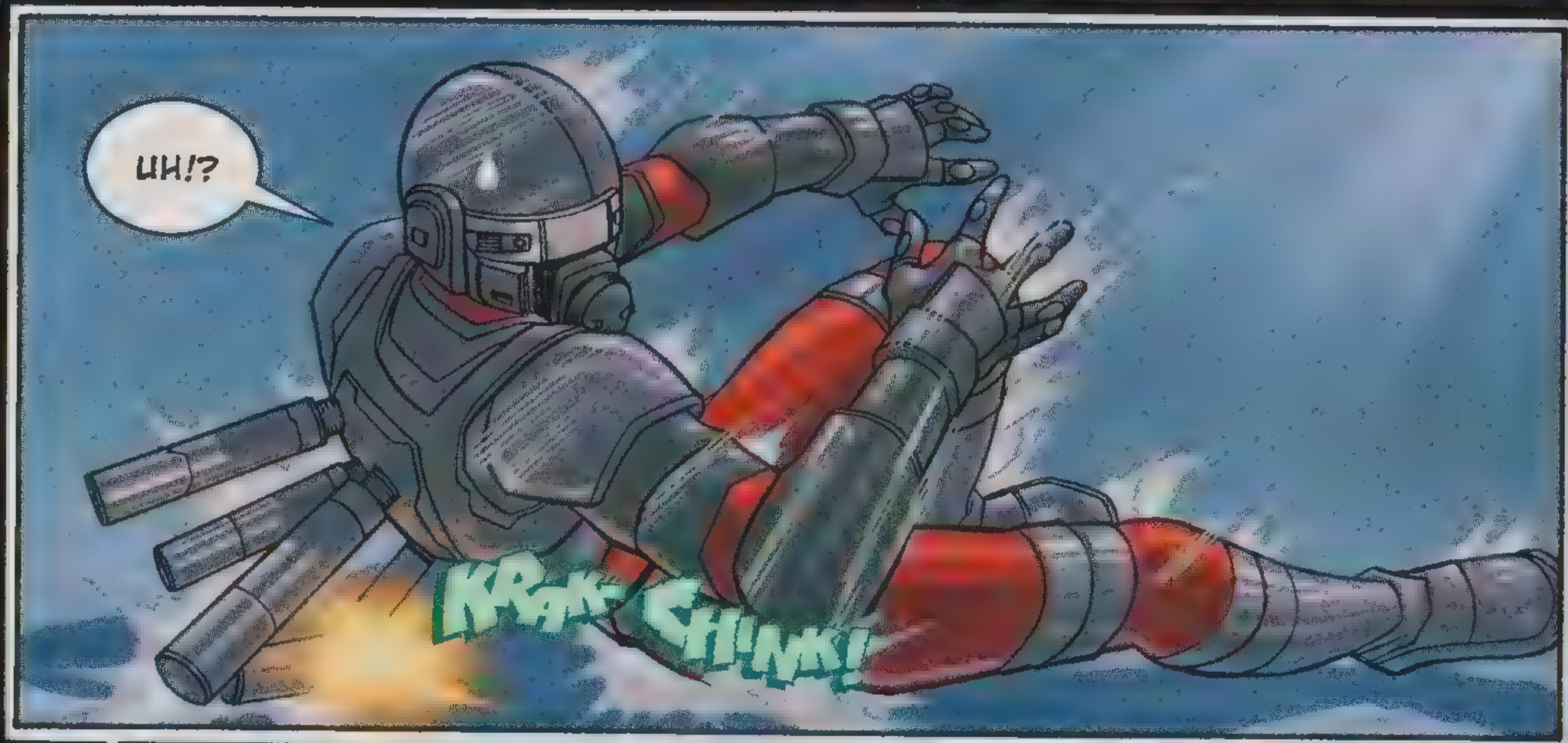


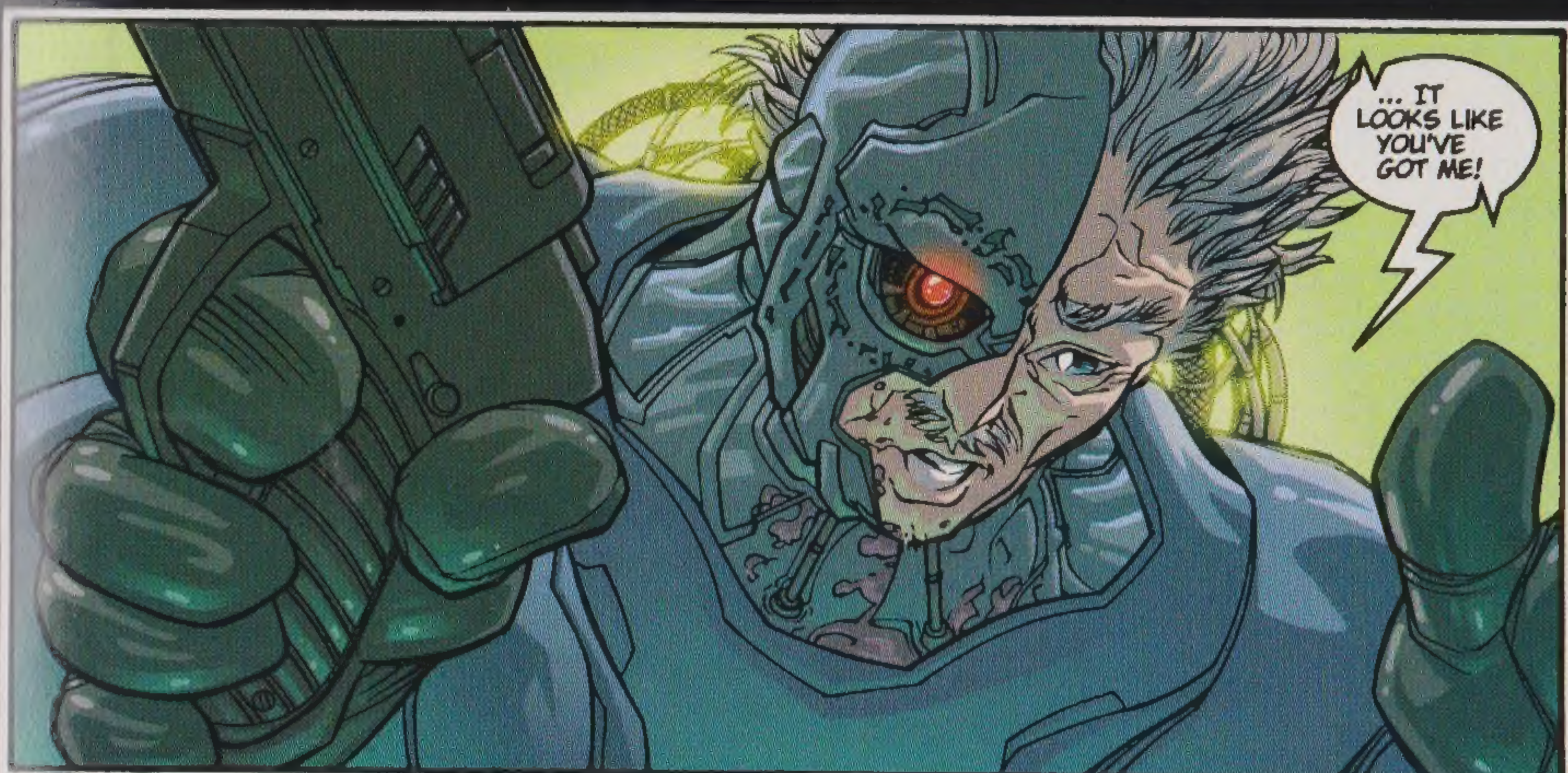
THE BAD MAN I'M LOOKING FOR TODAY DESIGNS ALL SORTS OF NASTY WEAPONS. HE GIVES THEM TO AN ORGANIZATION CALLED THE SYNDICATE. THE SYNDICATE SELLS THE WEAPONS TO ANYONE WITH ENOUGH CREDITS.



I'M GOING TO MAKE SURE THAT DOESN'T HAPPEN ANY MORE.









NOW,
WHERE DID
YOU GO?



UH...
WHAT?!



NO!!
STOP!!



... UH-OH ...



AH!

KOOM!



SEE WHAT
HAPPENS WHEN
YOU DON'T DO
WHAT I TELL
YOU?



EWW!
... IS
THAT YOUR
HEART?!



BETTER.
IT'S THE HARD
DRIVE WHICH HOLDS
ALL MY WEAPON
DESIGNS.

AND
YOU'LL NEVER
HAVE IT!

HA-HA-HA-HA!

FWOOSH!

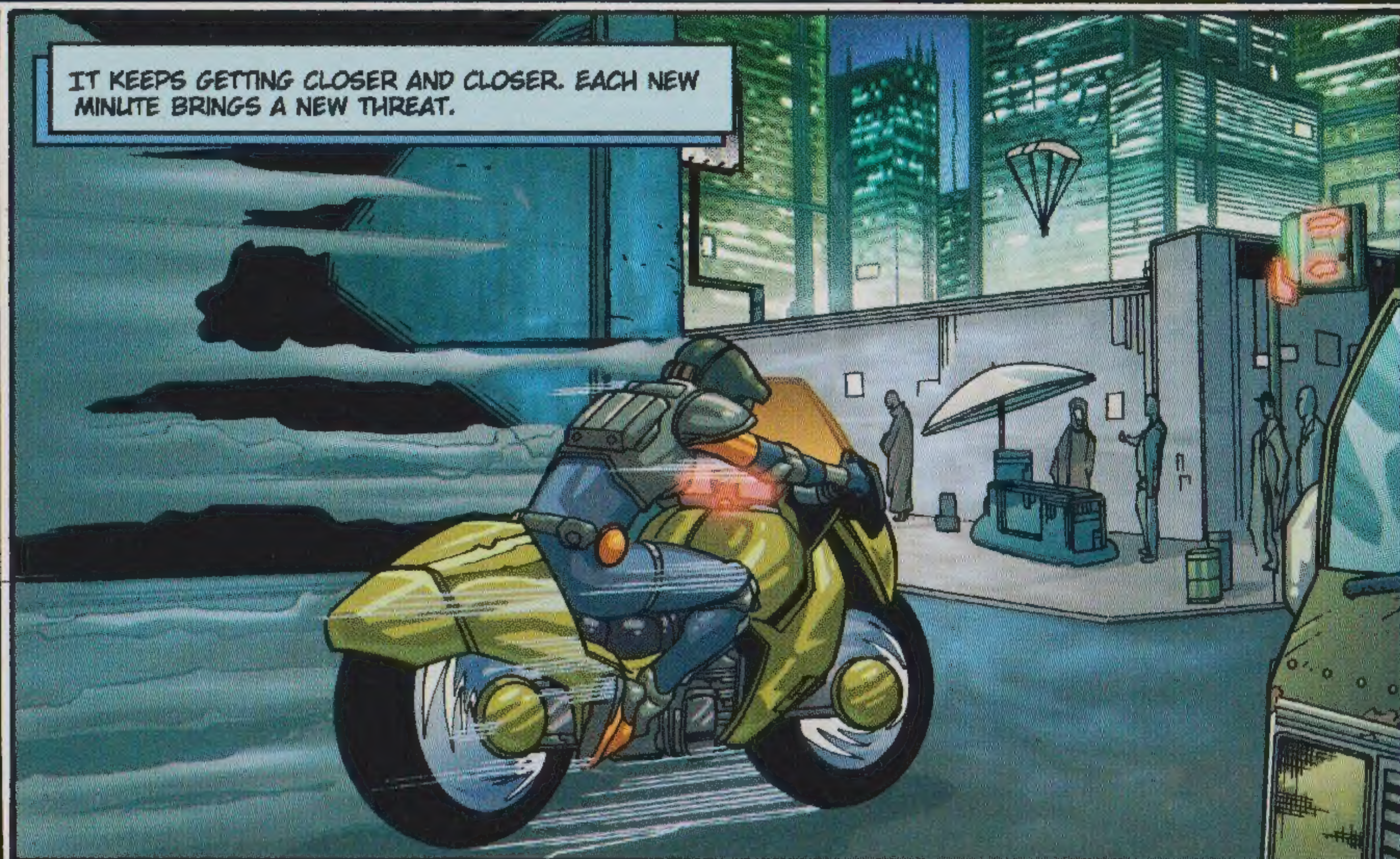


HA-HA-HA-HA-HA-HA!!

KRRRSSH!



ANOTHER THING ABOUT THE FUTURE IS THAT IT NEVER STOPS.



IT KEEPS GETTING CLOSER AND CLOSER. EACH NEW MINUTE BRINGS A NEW THREAT.



BUT TRY AS THEY MIGHT, THE BAD BOYS WILL NEVER WIN ...

MOVE IT! HERE SHE COMES!



BECAUSE MY NAME IS KONOKO. AND THE FUTURE IS MINE.

JUST THE BEGINNING...

"...INSTANTLY INTELLIGIBLE, MIND-BOGGLINGLY VAST, AND A TOTAL GAS TO PLAY...MAKES FOR ONE HELLUVA VIDEOGAME" - GAMER'S REPUBLIC, SEPT 2000

"MUST BUY PLAYSTATION 2 LAUNCH GAMES LIST" - NOV 2000 EGM

"DRIVING THROUGH THE SPECTACULAR TERRAIN IS A BLAST" - EGM OCTOBER 2000

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98% PLATINUM - "THE BEST OFF-ROAD EXPERIENCE YOU'VE EVER HAD" ... "ONE OF THE MUST - BUY LAUNCH GAMES" - PSE2 NOVEMBER 2000



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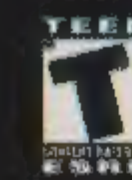
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PlayStation 2

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AN UNCERTAIN PAST...
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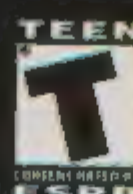
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